

# Puzzle Bobble® v1.5

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- *If you have a Palm OS® 5 device capable of 320x320 Color Display, you should select Puzzle Bobble® v2 which supports High-Density screens!*



Anytime you see this icon in the upper right corner of any screen it means that there are extra tips regarding the screen you are viewing. Tap on the icon to view the tips.

## Welcome

Thank you for purchasing Puzzle Bobble® for your Palm™ handheld. Puzzle Bobble is a fun, challenging game, simple in premise but filled with strategy as you play through 30 different rounds, aiming for higher and higher scores. You'll have hours of fun and enjoyment playing this game, especially since you can take it with you anywhere. This file contains information on playing Puzzle Bobble® once it is installed.

### ***Registering Your Product***

Once Puzzle Bobble® is installed on your handheld device, it can be registered with OutLook Entertainment at the following address:

[www.outlookentertainment.com/register/regpage.html](http://www.outlookentertainment.com/register/regpage.html)

After you register your product, you will be emailed with a special code that gets entered into the registration screen that appears when Puzzle Bobble® is started. Once this code has been entered, the License Agreement and Registration screens will no longer appear.

There are several great benefits for registering your product:

- Free Technical Support via email
- Software Update announcements & delivery by email
- New Product announcements. Be the first to know!
- Special promotions on OutLook products available at retail locations.
- The License agreement and register prompt no longer appear at startup
- **Once registered, if you exit Puzzle Bobble in the middle of a puzzle, you will be able to return to it the next time you start Puzzle Bobble.**

### ***Technical Support***

Technical support is available at:

[techsupport@outlookentertainment.com](mailto:techsupport@outlookentertainment.com)

You may also email questions through OutLook's website:

[www.outlookentertainment.com](http://www.outlookentertainment.com)

## Starting Puzzle Bobble®

When Puzzle Bobble® first starts an opening legal screen is displayed, followed by the Main Puzzle Bobble screen.

*Note:* Registrations and License Agreement screens will appear upon startup until you have registered your product.

## Goal of the Game

The goal of Puzzle Bobble is to score the highest amount of points in the least amount of time. Using a launcher to shoot colored bubbles at groups of other bubbles, you must clear the screen of all the bubbles before any hanging bubbles reach the horizontal line at the bottom of the screen. Points are scored when groups of the bubbles explode and drop other bubbles to the ground.

## Stylus, Application Buttons or 5-way

Puzzle Bobble® may be played using a stylus, Application (App) buttons, or a 5-way navigational control (hereafter referred to as a '5-way'), if your device has one.

**Stylus** – To select an item or menu command with a stylus, simply tap the item with the stylus. To play the game:

*Aiming the Launcher* - press and hold the stylus anywhere on the screen while moving it in the direction you wish to move the launcher.

*Firing Bubbles* – Tap the stylus firmly on the colored bubble in the center of the launcher to fire the bubble.

**App Buttons** – App buttons may be used to aim and launch bubbles during the game. Specific App button settings are selected using the Preferences command in the Options menu.

**5-way** – The 5-way can be used when playing the game in real or practice mode. Moving the 5-way left/right moves the launcher fast left/fast right, while moving it down automatically centers the launcher. To fire the launcher, move the 5-way up or depress the 5-way center button.

## Accessing Menus

To display the Puzzle Bobble menus, tap on the Menu Icon in the Graffiti area of your handheld.



On the Main Puzzle Bobble screen prior to playing a round, there is also a menu icon in the lower right corner which can be used to activate the menus.

Once the menus are activated, tap on the screen outside of the menu area to hide the menus.



If your Palm® enabled device has a Graffiti area below the screen, there is typically a picture located in the lower left, similar to a dropdown menu, which can be tapped with the stylus to display the Application Menus.

Other units, such as the Tungsten C, or Treo 600, which do not have a designated Graffiti area, typically have a button on the keypad for the Menu symbol.

**Note:** When the menus are displayed, the game is automatically paused until you tap on the screen or any of the controls.

### ***Exiting Puzzle Bobble***



To exit Puzzle Bobble at any time, tap the Home icon on your handheld. If your product has been registered, you may exit while in a round and return to it later.

## Main Screen



### *Play or Practice*

This screen offers the choice to either play the game for score or to practice any level of the game. The current selection has a blue ring around it. Tap on a choice to select it (if not currently selected), then tap again to confirm it and begin playing.

*Note:* In order to score the highest points, you'll need to get comfortable with the basic aiming and launching of bubbles within the time limits. The best place to learn these skills is in Practice mode. [We strongly recommend that if this is the first time you have played Puzzle Bobble, that you try playing several rounds in practice before jumping into a game.](#)

### *Menus*



In this screen, menus may be accessed using the menu icon at the lower right corner of the screen in addition to methods discussed in the Accessing Menus section of this document. Tap on the icon to access the menus.

## How to Play Puzzle Bobble



### **Basic Game Play**

The goal of Puzzle Bobble is to score the highest amount of points in the least amount of time. Using a launcher to aim and shoot colored bubbles at groups of other bubbles, you must clear the screen of all the bubbles before any hanging bubbles reach the horizontal line at the bottom of the screen.

Puzzle Bobble includes all 30 of the original Arcade levels or rounds, each round having a predefined layout. Every “game” automatically begins at round 1 and progresses through each round up to 30. When a bubble hits the horizontal line, you lose and you may either begin a new game or replay the round at which you lost, and progress through the remaining rounds. *Either way, your score will begin again at zero.* Some people choose to replay a level and continue (regardless of score) because they want to experience the remaining levels in the game, not just in Practice mode.

**Note:** Several of the Puzzle Bobble menu commands, such as Game Play, Help and Scoring, have additional tips and hints on playing the game. Be sure to look at them as well as checking out the  icon that appears on any screen.

**Note:** The game is paused whenever the menus are accessed. To return to the game, tap on the screen to remove the menus and tap again to return to play.

### **Launcher**



The launcher is the weapon used to aim and fire bubbles. The launcher may be aimed (moved) to the left or right using the stylus, App buttons or 5-way. Bubbles may be fired using either of these same tools. Of these, the stylus moves the launcher the fastest. You will quickly discover which tool you prefer. *When using the App buttons or a 5-way, the launcher speed can be adjusted using the Preferences command in the Options menu.*

The colored bubble that will be fired is visible in the launcher. The next bubble to be fired after that is to the left of the launcher. Knowing which color bubbles are going to be fired gives you more choices in planning strategy as you become familiar with playing each round.

## Aiming Path

While the launcher is being moved, a steady stream of aiming dots appears from its tip, displaying the path that the fired bubble will take. The path stops at the point that the bubble will stop, either exploding should it touch 2 bubbles of the same color, or attaching itself to the existing bubbles. The launcher may be aimed straight at the bubbles or aimed so it bounces off a wall first, hitting bubbles that were unreachable otherwise.

*The aiming path is easily the most powerful tool you have in this game because it allows you to aim the bubbles more precisely, and more importantly, as you gain skill at using it, to aim the bubbles to form large hanging groups that count for higher scores when dropped.*

**Note:** During Play mode, the aimer is automatically “on” during round 1 and “off” for each successive round, unless you set the aimer default to be on all the time. To change the aimer default, use the Preferences command in the Options menu. In Practice mode, the aimer is always “on”.

## Scoring

There are two ways to score in Puzzle Bobble, by exploding bubbles and by dropping groups of hanging bubbles. As you score points, the number is displayed in the upper left corner of the screen. Bonus points for dropping hanging bubbles (also included in your normal score) appear in the upper right.

When 2 or more of the same colored bubbles are hit by a bubble of the same color, they explode, scoring points. All other bubbles attached below them drop for additional points. The larger the group of hanging bubbles that drops, the higher the score. Every popped bubble is 10 points, so when 3 bubbles explode the score is 30 points, and so on.

**Note:** For the bubbles to explode, at least 2 bubbles of the same color must be hit by a third bubble of the same color. When a bubble is fired and hits only one other bubble of the same or another color, it sticks to that bubble.

Hanging bubbles are scored this way: 20 points for the first hanging bubble; double the score for every additional bubble in the group. For example, dropping a hanging group of 4 bubbles scores 160 points, 10 bubbles 10,240 points, and so on. You can see how dropping the hanging groups will quickly become more important than just exploding bubbles.

Should you clear all the bubbles in the round, the Clear screen appears displaying your time and score for the round. Right after that, a screen appears showing the number of the next round. As soon as this screen disappears the new round and timer start.

Should a bubble reach the bottom of the screen and extend past the horizontal line, you will have lost that round. Game Over!

### New High Score



If, after quitting a game or losing a round, your score is high enough to qualify for the High Scores list, the New High Score screen will appear. If it is your first time on the High Score list, your HotSync ID will appear in place of your name. If you wish to enter a different name, you may use either the stylus or the keyboard input, whichever you prefer.

**OK** – Enters your name on the list and returns you to the Main screen.

**Cancel** – Tap here if you do not wish to enter your New High Score.

### Timing

Time is one of the elements to be considered when playing. The quicker the bubbles are cleared off the screen in a round, the more points are scored. By dropping bubbles in large amounts, you score points for the bubbles and get more points because the screen is cleared quicker.

Should you delay shooting during the round, the game will automatically start a timer that counts down from 5-1. If you still have not fired the launcher the game will automatically fire a bubble for you.

As the round proceeds, the bubbles at the top of the screen slowly move down making it more difficult to make shots and hit bubbles. Again, the quicker you clear the bubbles, the less likely it is that you will have to deal with this element.

## **Quitting Puzzle Bobble**

When playing Puzzle Bobble you may choose to quit while playing a game, after losing a round, or even to just exit the program while playing. Each choice prompts different things to happen in the game.

### **To Quit While Playing a Game**

1. Tap the menu icon on your handheld.
2. Tap on the Game menu.
3. Tap on the Quit Current Game command; the Quit Game screen will appear.
4. Select Yes to quit and No to continue your game.

Select **Yes** and you will be returned to the Main screen where you can tap the Home icon on your handheld to exit Puzzle bobble.

When you select No, the current game is still paused and a quit icon appears. At this point you may still either continue the game by tapping on the screen or quit by tapping the Quit icon.

### **To Quit After Losing a Round**

After either losing a round or viewing the High Scores screen, the Continue screen appears.

**Yes** – Retries the current round. If your goal is to continue through as many levels as you can and score does not matter (your score will restart at zero) choose this.

**No** – Quits this round. Choose this if you are going for the highest score, since this will return you to the first round, enabling you to start over.

### **To Exit While in a Game**

Any time you wish to exit Puzzle Bobble, simply tap the home icon on your handheld and you will be out of the program.

There may be times however, when you are playing a game and need to stop but do not want to ruin the game by quitting.

If you have registered your product, you may exit Puzzle Bobble by using the Home key on your hand held, and when you start Puzzle Bobble again you will be returned to the exact place in the round where you left off! You won't lose a moment of action or any points.

## **Practice Mode**



Practice mode is the best place to learn how to play Puzzle Bobble and perfect your skills and strategy. There are several key advantages to using Practice mode:

- You may select which round to play, from 1-30
- You may familiarize yourself with layouts of rounds that you haven't played in the game
- You may practice the rounds where it's easier to score high points so you score higher in the game
- You may practice dropping bubble groups and purposely enlarging bubble groups so you get more points when they drop
- The aimer is always on

### **To use Practice mode:**

1. Tap the Practice button on the Main screen. The Practice screen will appear.
2. Use the Up/Down arrows to select a round to practice. Notice that the bubble layout for that round is displayed in the viewer on the left.
3. Tap the play button when you have selected a round you would like to practice.
4. When you are finished playing a round, you may replay the round, select a new round, or tap the Back button to return to the Main screen.

## Game Menu



### ***New Game***

This command ends your current game. Should you end your game and your score qualifies for the High Scores list, the New High Scores screen will appear where you may enter your name. The High Scores screen will then appear where you can view the list.

**OK** – Quits the current game.

**Cancel** – Remains in the current game.

### ***High Scores***

A screenshot of the "High Scores" screen. It features a table with three columns: "# Name", "Score", and "Round". The table lists ten entries, with the top score being 15,000,000. At the bottom of the screen, there are two buttons: "Done" and "Reset Scores".

#	Name	Score	Round
1	Bob & Bub	15000000	30
2	Brad	10000000	20
3	Kevin	5000000	16
4	Pat	1000000	14
5	Rob	500000	10
6	Liz	100000	6
7	Chris	50000	4
8	Karen	10000	3
9	John	5000	2
10	Rosie	1000	1

This command brings up the High Scores screen which displays the top ten high scores. This screen initially displays the default high scores for Puzzle Bobble.

Ten placeholder scores are already listed for you to try and break. With a little practice, you'll be able to move up the list as you beat the current High Scores. Remember, you'll score more points for dropping more bubbles than for completing a round in the least amount of time. A combination of both is ideal.

**Done** – Returns you to the game.

**Reset Scores** – Erases all previous scores. If you have saved previous games but want to start over cleanly and try to beat the default high scores, tap here.

## Quit Current Game

This command allows you to quit the current game.

**Yes** – Exits the current game and returns to the Main screen.

**No** – Remains in the current game.

## Options Menu



## Controls...



This command displays the Controls screen that allows for changing settings when using the Application buttons or 5-way. To alter any setting, tap on the checkbox or arrow next to the setting you desire.

**Enable Center Button** – Checking this option will enable the use of the 5-way center button for launching a bubble (in addition to pressing up).

**Enable App Buttons** – Checking this option will enable the use of the four Application buttons in addition to, or instead of the 5-way for aiming.

**Controls** – Use this option to change the way the four Application buttons operate. Notice that the labels under the buttons change to show their current operation as a different choice is selected.

- *Fast Inside* – [Default] Choose this option if you would like to place both thumbs on the buttons inside closest to the Up arrow, and then shift them to the outside when you needed to fine tune your aim.
- *Fast Outside*- Choose this option if you would like to place both thumbs on the outside buttons, and then shift them to the inside when you need to launch a bubble or to fine tune your aim.
- *Lefty*- If you were resting your Palm unit on a desk, this option would enable you to hold the pen stylus in your Left hand for aiming, as well use your Right hand to make small changes to the aiming arrow.
- *Righty*- If you were resting your Palm unit on a desk, this option would enable you to hold the pen stylus in your Right hand for aiming, as well use your Left hand to make small changes to the aiming arrow.



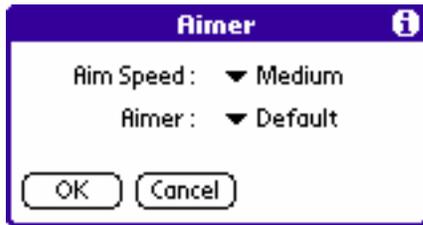
**Note:** If your handheld has a 5-way, the up and down directions are the same. The left and right directions function as “Slow” or “Fast” depending how long the 5-Way is pressed.

**OK** – Applies any changes made to the controls and returns to the paused game.

**Cancel** – Returns to the paused game using the previous game controls.

**Defaults** – Resets all controls to the Default settings.

## Aimer...



### Aim Speed

This command displays the Aimer screen which controls how fast the launcher moves left to right when aiming. Based on how comfortable you feel with the Controls set up, you may want to adjust the Aim Speed.

**Fast** – Enables the aim of the Launcher to be continuously changed while either of the 'Fast' buttons is held down.

**Medium** – [Default]

**Slow** – Enables the aim of the Launcher to be changed one degree at a time, each time the button is pressed and released. (Not recommended.)

### Aimer

This command is used to turn the display of the aiming path On or Off.

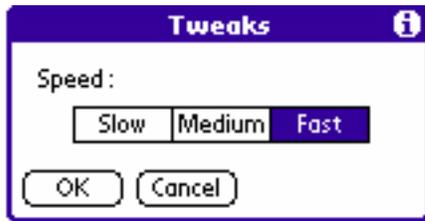
**Default** – The aiming path is only visible on Round 1, and then only when you retry a round.

**On** – The aiming path is automatically on for all rounds. This setting is recommended if you are a beginner because it will help you aim the bubbles more accurately.

**Off** – The aiming path is not displayed.

**Note:** It is advantageous to have this turned on so you can see where the bubble will hit when fired. Since the bubbles will bounce off the side walls of the puzzle, the aiming path also gives you the advantage of knowing how the bubble will travel after hitting a wall.

## **Tweaks...**



This command displays the Tweaks screen which allows the speed at which the game is played to be altered. Based on the processor speed in your Palm OS unit, the onscreen animations may be too fast or slow for your liking. The Tweaks screen enables you to adjust this speed.

The Tweaks screen affects bubbles in flight and other animations. The countdown timer **is not** affected by this as it is based on real time.

**Slow** – Tap here to slow down the action on the screen such as the speed at which the bubble travels, etc., but not that of the countdown timer.

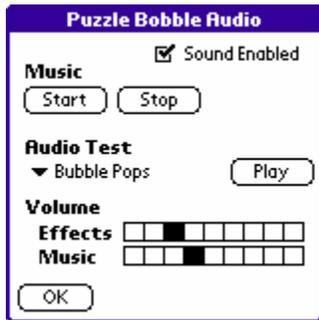
**Medium** – Tap here to set speed to Medium. Based on the speed of the processor in your Palm OS unit you may see anywhere from a small to a major decrease of the default setting.

**Fast** – [Default] Tap here to see all the on screen animations run at their fastest and smoothest pace. This setting compliments older slower Palm units.

**OK** – Applies any changes made to the Tweaks and returns to the paused game.

**Cancel** – Returns to the paused game with the previous settings unchanged.

## Audio...



This command displays the Puzzle Bobble Audio screen which controls the sound and music in the game. This version was designed to run on the broadest portion of the color Palm OS® handheld display units which includes potentially slower processors as well as lower amounts of available RAM.

[Audio support requires either a Palm enabled™ OS 5 device with streaming audio, or Sony CLIE' units with "Enhanced Audio Support".](#)

**Note:** To verify that your handheld will not support audio, you can enable the checkmark in the upper right of the screen, increase the volume settings, and then tap on Start Music. If you hear no music, then music is not supported on your handheld.

All of the following settings only apply if your handheld has sound.

**Sound Enabled** – Check this box to have sound turned on. You may also use the Turn Sound On/Off command in the Options menu.

**Music Start/Stop** – Use these buttons to listen to the music that is played during the game.

**Audio Test** – All of the sounds heard during the game are listed here. To listen to any of them, tap on the arrow to access the list, then tap on the sound you desire. Tap on the Play button to hear the sound.

**Volume: Effects/Music** – Use these settings to raise or lower the volume of the sound effects and music played during the game. Boxes to the left side of the scale are lower while those on the right are louder.

**OK** – Confirms your choices and returns you to the game.

## Turn Sounds On/Off

Use this command to turn the sound on or off during the game. Note that this command only works with handhelds that have sound.

## Info Menu



### Game Play...

This command brings up a screen with information on how to play **Puzzle Bobble®**. To access information not visible on the screen, tap the up or down arrow.

### Help...

This command brings up a screen with additional tips on how to play **Puzzle Bobble®**. To access information not visible on the screen, tap the up or down arrow.

### Scoring...

This informational screen displays scoring tips and explains the amount of points you can earn by popping bubbles, a time bonus and dropping hanging bubbles.

#### *Popping three or more bubbles of the same color:*

Each popped bubble is worth 10 points. A triple is worth 30 points, a quad is 40, etc.

#### *Time Bonus Score:*

Finishing a round in less than 60 seconds gives you an additional bonus of 440 to 50,000 points. Round 1 and 2 are fun places to compete to see how fast the round can be completed.

*Dropping hanging bubbles:*



Hanging bubbles are those bubbles connected to other bubbles and which fall as a group when a bubble above the group is popped. No popped bubbles are included in the score. The first hanging bubble dropped is worth 20 points and each additional bubble scores double. The picture on the left shows a player about to score a cool 1.3 million points on Round 2, by dropping 17 hanging bubbles.

<u>Drop</u>	<u>Score</u>
1	20
2	40
3	80
4	160
5	320
6	640
7	1280
8	2560
9	5120
10	10240
11	20480
12	40960
13	81920
14	163840
15	327680
16	655360
<b>17+</b>	<b>1310720</b>

After seeing the fantastic increase in points for hanging bubbles, you'll want to practice your aiming skills and learn to bounce the bubble off the walls to get to hard to reach places. Another trick is to purposely build a group of hanging bubbles that you can then drop.

## About Puzzle Bobble...



This screen displays all of the Legal & Support information for Puzzle Bobble®. The current version number and release date for this version of Puzzle Bobble® is important as it can help in identifying any programming problems that might occur.

**OK** – Tap here to return to the paused game.

**License** – Tap here to view the Software License Agreement between the Developer (OEI) and the End User. This agreement states the legal Terms and Conditions between you, the End User, and OEI in the use of Puzzle Bobble®. Tap **OK** to return to the About Jumble screen.

**Support** – Tap here for the address of our technical support website where you can view FAQ's, Tips and General Information about Puzzle Bobble®. You will also be able to email OEI Tech Support from this website. Tap **OK** to return to the About Puzzle Bobble® screen.

**OK** – Tap here to return to the game.

## Credits...

This command displays a screen where you may view the names of all of the talented people who contributed to the creation of this game. Tap **Done** to exit the screen and return to Puzzle Bobble®.

# Puzzle Bobble® Expansion Pack

□ □ □ Available Now! □ □ □



Thirty extra levels that take off where the original Puzzle Bobble® stopped! Just the right mix of easy and challenging levels to keep you playing for hours. If you've been able to beat the original or would like to take the challenge of playing these new levels (31-60) then this is the pack for you!

Simply install the Expansion Pack and the next time you power up Puzzle Bobble® you'll be able to play the new levels in Play and Practice modes. Available for purchase now at:

[www.OutlookEntertainment.com](http://www.OutlookEntertainment.com)

Thanks again for purchasing Puzzle Bobble®. Enjoy!