

# Puzzle Bobble® v2

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*If you do not have a Palm OS® 5 device w/ 320x320 Color Display, select Puzzle Bobble v1.5!*



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® V2 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. Now you can not only play by yourself, you can play against your handheld! 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)

## ***Using the 5-way, Stylus, or Application Buttons***

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

### **5-way**

The 5-way may be used in any of the game play modes as well as to view menus and select commands.

**For Game Play** – Depressing the 5-way left/right moves the launcher fast left/fast right, while pressing and releasing the left/right moves the launcher one degree at a time. Down automatically centers the launcher. To fire the launcher, move the 5-way up or depress the center button.

### **To Access Menus/Game Modes**

1. At the Main screen, move the 5-way left/right so that one of the arrows is green. Then use the center button to scroll through the choices until "Options" (menus) appears.
2. Use the left/right to turn the word Options green (so it is selected) then use the center button to confirm your choice. *Note that using the color green for selected items only applies when using a 5-way.*
3. The Menu will be displayed. Use the 5-way left/right to display the other menus. Use the 5-way up/down to scroll through the commands. Use the center button to confirm your command selection.

[This same method is used to select the game play mode and view the scores.](#)

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

### **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.

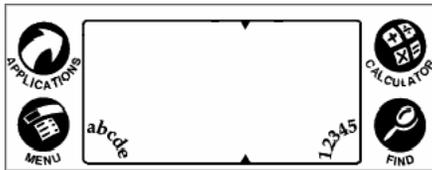
*Firing Bubbles* – Tap the stylus firmly on the colored bubble in the center of the launcher to fire the bubble.

## To Access Menus/Game Modes

Tap on the Menu Icon in the Graffiti area of your handheld **or**

At the Main screen, tap on either arrow until the “Options” (menus) choice appears. Tap on the word Options to display the menus; tap on your choice to select it.

At the Main screen, use this same method to select the game play mode and view the scores.



If your Palm® enabled device has a Graffiti area below the screen, there is typically menu icon 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.

## 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.

## Exiting Puzzle Bobble



To exit Puzzle Bobble at any time, tap the Home icon on your handheld. There may be times 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,* when you exit while in a game, 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.

**5-way** – Depress and hold the center button to exit the program.

## Main Screen



The Main screen is where the game play mode, menus, scores are selected. The options are listed between the left/right arrows.

- 1 PLAYER** Get ready to have some fun! Play your way through 30 different game layouts as you try to clear the screen of colored bubbles in record time. High scores for exploding bubbles and dropping groups.
- PRACTICE** Practice makes perfect. View all 30 rounds to see their layout and play them as many times as you want.
- VS. MODE** It's you vs. your handheld, battling your way through all 30 Puzzle Bobble rounds. Not only do you face a worthy opponent, but as you play, each player can send bubbles to their opponent's side!
- VS. PLAYOFF** OK, you've got the skills! Now it's time for a final face-off with your handheld... it's best out of 5 playing a layout with random color bubbles.
- SCORES** Keep track of the top ten high scores and how many rounds you played to get them.
- OPTIONS** Access the menus to get info, change settings and more.

**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.

# How to Play Puzzle Bobble®

## 1 Player Game



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.

The game may be paused at any time by tapping the Pause button. To resume play when the game is paused, tap on the screen. The game will also be 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.

**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.

## 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 5-way, stylus, or App buttons. Bubbles may be fired using either of these tools. Of these, the stylus moves the launcher the fastest. You will quickly discover which

tool you prefer. *When using the 5-way or App buttons, the launcher speed may 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 any of the play modes, 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 three ways to score in Puzzle Bobble, by exploding bubbles, by dropping groups of hanging bubbles and by clearing the screen of bubbles quickly. 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 even 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 “ceiling” at the top of the screen slowly moves 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 a Game**

When playing Puzzle Bobble you may choose to quit while playing a game, after losing a round, or 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 Quit icon on the *game screen*. The Quit Game screen will appear.
2. Choose **Yes** to quit and **No** to continue the current game.

**Or**

1. Tap on the menu icon on your *handheld*.
2. Tap on the Quit Current Game command in the Game menu; the Quit Game screen will appear.
3. Choose **Yes** to quit and **No** to continue the current 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.

### **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. At the Main screen, tap the Quit icon to quit the game.

### **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. *If you have registered your product*, when you exit while in a game, 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.

## Additional Game Modes

### *Practice*



*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 (hint round # )
- 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. Select Practice from the Main screen. The Practice screen will appear.
2. Select a round to practice. Notice that the bubble layout for that round is displayed.

**5-way** – Move the 5-way up/down to change the round. Press the center button to confirm your choice.

**Stylus** – Tap the up/down arrows on the screen to change the round.

1. Select Play to play the current round. This option is selected in the same way that options are selected on the Main screen.
2. After playing a round, you may either select and play another round, or select the Back command to return to the Main screen.

## vs. Mode



Ready to take on an opponent? In *vs. Mode* it's you against your handheld. Select this option from the Main screen and you'll see the screen above. It is divided into 2 playing sections, yours is on the left and the handheld's on the right. Just like the one player game, *vs. Mode* starts at round 1 and progresses through the rounds.

There are two key differences between *vs. Mode* and the *1 player* game:

- When a round is lost by either side, the game continues progressing through the rounds. Each player's score remains and does not restart at zero.
- Bubbles that you or the opponent explode/drop (past 3) get added to the other player's side.

When 3 or more bubbles are exploded by either player, any bubbles popped or dropped (past the original 3) are added to the opponent's side right after the opponent's next shot. For example, you explode a group of 4 blues with 3 reds hanging from them that get dropped; 1 blue and three reds will go over to your opponent's side where they are added to the top of the screen. This means that not only do you have to clear your bubbles, but also any bubbles that are sent by your opponent and vice versa.

When bubbles are going to be sent over from your opponent, a visual indicator appears at the top left of your playing area. Each yellow bubble represents 1 bubble, while each red bubble represents 6 bubbles.

When in *vs. Mode*, it is as much a matter of you trying to make your opponent lose (by sending over bubbles) as it is you trying to win.

**Note:** If the Expansion Pack is installed, the rounds will continue up through those additional 30 rounds.

## Scoring

In vs. Mode the score for each player continues throughout the game until either you quit or all thirty rounds have been played. Each player's score is displayed above their play screen.



A tally of games won for each player is also displayed above their respective screens.

**Note:** When playing vs. Mode, to be eligible for the High Scores screen you must have a higher score than the handheld **plus** have beaten the handheld in more rounds.

## Setting the Computer AI (Artificial Intelligence) Level

When playing vs. Mode, the setting that determines the speed and accuracy with which the processor in your handheld operates (i.e. making it smarter or dumber) can be altered. This is particularly handy when you have not really mastered Puzzle Bobble yet want to try vs. Mode as well as when you've mastered Puzzle Bobble and want more of a challenge.

### To change the setting:

1. Access the Options menu at the Main screen level.
2. Select the Difficulty command.
3. To decrease or increase the handheld's proficiency, select one of the six available levels next to Computer AI, by tapping on it.
4. Tap Ok when done to confirm your choice or Cancel to return to the previous settings.

The higher the Computer AI (artificial intelligence) level is set, the handheld is able to aim more accurately and decide more quickly the best aiming path to launch a bubble. Basically, the higher the computer AI level that the handheld is set to, the more difficult it is to play against. Once you've mastered a couple of rounds and decide to try one of the vs. modes, it's easy enough to alter this setting.

The computer is unable to look ahead or cheat on any difficulty level. It plays by the same rules; when the computer moves the launcher it's as if it is pressing on the 5-way.

## vs. *Playoff*



You've battled the handheld through countless games, now it's time for a face-off between the two of you! You get your chance in the *vs. Playoff* mode. It's still you against your handheld but this time it's best out of 5 rounds. Each round consists of a similar layout, 5 rows of random colored bubbles; the color placement in each round is the luck of the draw.

Just like *vs. Mode*, when 3 or more bubbles are exploded by either player, any bubbles popped or dropped (past the original 3) are added to the opponent's side right after the opponent's next shot. When bubbles are going to be sent over from your opponent, a visual indicator appears at the top left of your playing area. Each yellow bubble represents 1 bubble, while each red bubble represents 6 bubbles.

When playing *vs. Playoff*, planning and strategy are key. Since the bubbles are random on every round you must be able to look ahead at the next color bubble as well as where you can place it to form hanging groups.

## Scoring

In *vs. Playoff* the score for each player is displayed above their play screen and continues throughout the game until either player wins three rounds.



A tally of the games won for each player is also displayed above the respective game screens.



When there is a final winner, a won/lost tally of rounds appears on each player's screen.

## Setting the Computer AI (Artificial Intelligence) Level

When playing *vs. Playoff*, the setting that determines the speed and accuracy with which the processor in your handheld operates (i.e. making it smarter or dumber) can be altered. This is particularly handy when you have not really mastered Puzzle Bobble yet want to try *vs. Playoff* as well as when you've mastered Puzzle Bobble and want more of a challenge.

### To change the setting:

1. Access the Options menu at the Main screen level.
2. Select the Difficulty command.
3. To decrease or increase the handheld's proficiency, select one of the six available levels next to Computer AI, by tapping on it.
4. Tap Ok when done to confirm your choice or Cancel to return to the previous settings.

The higher the Computer AI (artificial intelligence) level is set, the handheld is able to aim more accurately and decide more quickly the best aiming path to launch a bubble. Basically, the higher the computer AI level that the handheld is set to, the more difficult it is to play against. Once you've mastered a couple of rounds and decide to try one of the *vs.* modes, it's easy enough to alter this setting.

The computer is unable to look ahead or cheat on any difficulty level. It plays by the same rules; when the computer moves the launcher it's as if it is pressing on the 5-way

## Game Menu



**Note:** All choices in the menu screens are made using the stylus.

## High Scores

| High Scores |           |          |       |
|-------------|-----------|----------|-------|
| #           | Name      | Score    | Round |
| 1           | Bob & Bub | 10000000 | 30    |
| 2           | Brad      | 5000000  | 20    |
| 3           | Kevin     | 2500000  | 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     |

Done    Reset Scores

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.

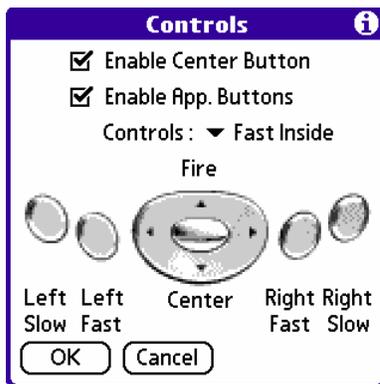
**Yes** – Exits the current game and returns to the Main screen.

**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.



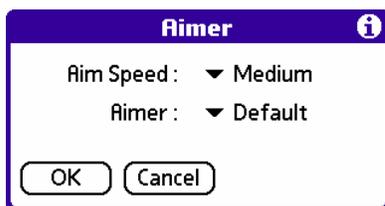
**Note:** If your handheld has a 5-way, the up and down directions are the same. The left and right directions function as “Slow” or “Fast” depending how long the 5-Way is pressed.

**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.

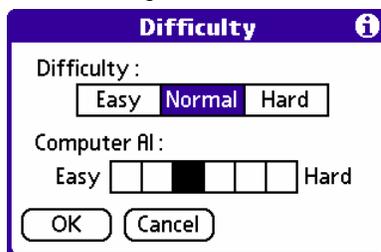
**Default** – The aiming path is only visible on Round 1, and then only when you retry a round.

**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 can 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.

## Difficulty..



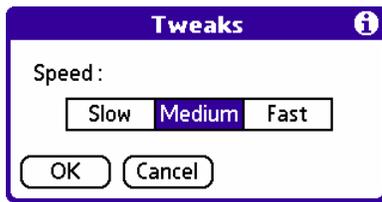
This screen allows you to set the difficulty level for the overall game as well as for the handheld when you are playing either *vs. Mode* or *vs. Playoff*.

**Difficulty** – This setting affects the whole game regardless of which game play mode is selected. It affects the number of bubbles that must be launched before the ceiling begins to drop, as well as how much time elapses (when you are not firing bubbles) before the countdown timer begins and the program automatically fires a bubble for you. Normal is the default, while the Easy and Hard settings make the game either easier or harder to play.

**Computer AI** – In Puzzle Bobble you may play against your handheld using either the *vs. Mode* or *vs. Playoff*. This setting determines the speed and accuracy with which the processor in your handheld operates in these game modes. The higher the level is set, the handheld is able to aim more accurately and decide more quickly the best aiming path to launch a bubble. Basically, the higher the level that the handheld is set to, the more difficult it is to play against. Once you've mastered a couple of rounds and decide to try one of the *vs.* modes, it's easy enough to alter this setting to see what happens.

The computer is unable to look ahead or cheat on any difficulty level. It plays by the same rules; when the computer moves the launcher it's as if it is pressing on the 5-way.

## Tweaks...



### Speed

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.

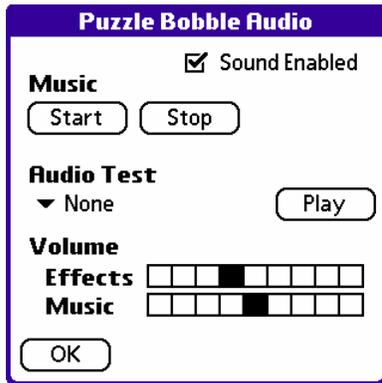
**Medium** – Tap here to set speed to Medium. Based on the speed of the processor in your Palm OS unit you may see anywhere from a small to a major decrease of the default setting.

**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.

### **Register..**

This screen reminds you to register your product and contains your hot sync ID# in case you should need it.

### **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® are important as they 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, Practice and vs. Mode. Available for purchase now at:

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

Thanks again for purchasing Puzzle Bobble®. Enjoy!