

SEGA

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GENESIS

SUNSOFT®

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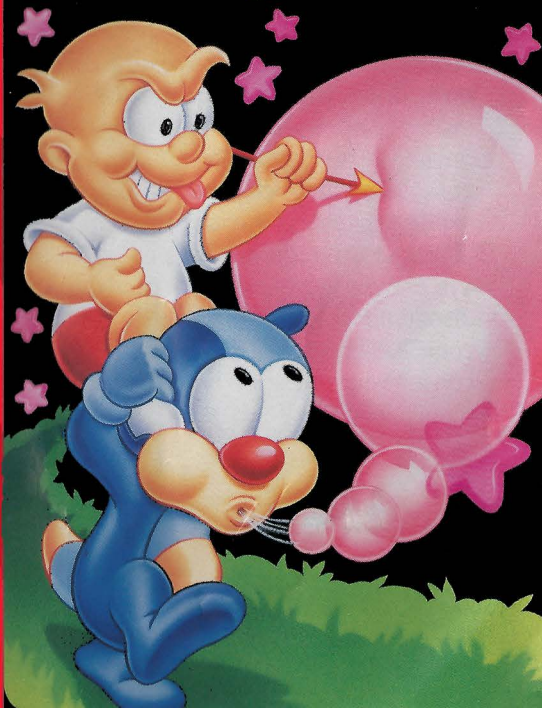
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SUNSOFT®

Bubble<sup>AND</sup>  
Squeak



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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## HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

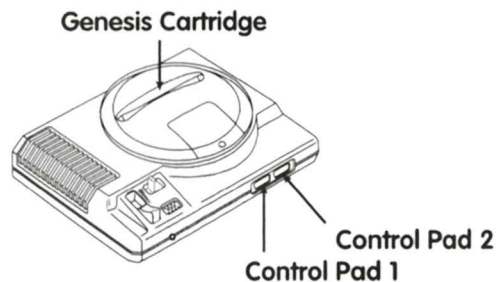
Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

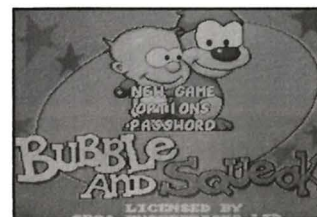
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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## GETTING STARTED



1. Make sure the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "CONTROL 1" port on your Sega Genesis.
3. Insert the Bubble and Squeak cartridge firmly in the cartridge slot on the Genesis System and turn the system on.
4. When the title screen appears, you can select the Options screen. In the Options screen you can set the difficulty level, turn the music on/off or change the controller settings. When you are finished, select exit and choose a new game or password.
5. When you're ready, press the START button on your Controller to begin play.



3



## OF BOZO DOMES, GUMBALLS, AND THE KAT OF NINE TAILS

As a pretty smart Bubble, you weren't looking for trouble.

But it found you anyway. Or rather, it was brought to you, by friend Squeak. One night, the funny fella just sort of dropped in through a nearby Black Hole. And asked you to become the hero of the universe.

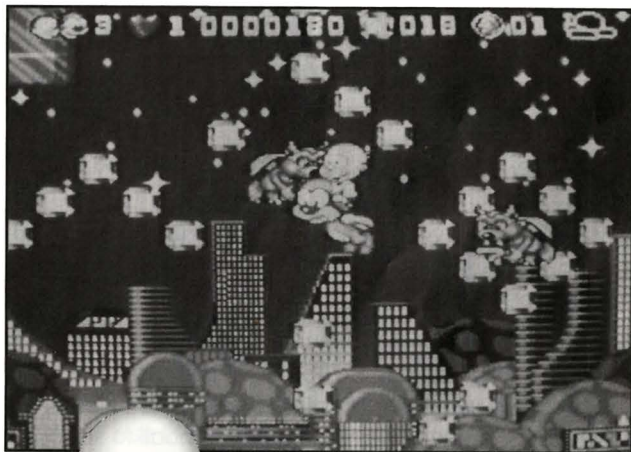
Well, hero of the planet Groot, actually, which is where Squeak dropped in from.

Because (as you soon found out) the once happy land of Groot has become a very cruel place. The evil Kat of Nine Tails—commanding his hordes of nasty aliens—has enslaved all the Grootleens and stolen their tails (he's a gangster who lives up to his name). This bad Kat has put the Grootleens to work in the places called Bozo Domes, where they do his dirty work of mining Groot's rich porridge deposits.

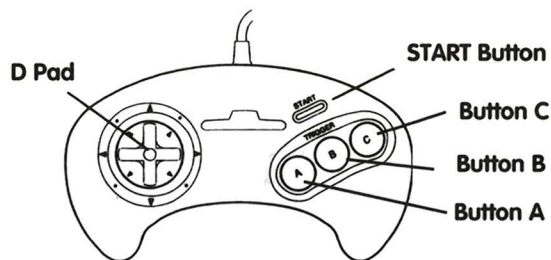
Only Squeak escaped. Managing to retrieve his tail, he eluded the Kat's nasty agents as they pursued him through the many odd worlds of Groot. Until one night, tired and hungry, he dropped his last few coins into a gumball machine. As he stood there chewing, he felt . . . something strange . . . some energy . . . some power to do . . . he didn't know what.

So he jumped into the nearest Black Hole, and—

Here you are, back on the planet Groot. He talked you into it, and together you jumped right back through that Black Hole. So it's just the two of you, together. Out to save the desperate Grootleens . . . defeat the Kat of Nine Tails . . . and become the heroes of the universe.



## WHAT YOU CAN DO AND HOW TO DO IT



As Bubble, you can walk, jump, throw stars, and pick up and use magic items and collectibles.

Basically, where you go, Squeak goes too—though you can command Squeak to stop and wait. Otherwise, he follows you.

Squeak can walk and jump, but usually not as fast, high, or far as you can. Except when he gets a taste of those magic gumballs, of course. You need at least three coins to buy gumballs. Give a gumball to Squeak and you can ride on his back. Once you've told him to stop, you can use him as a platform. He can throw you up in the air, too, if you tell him to.

When the need arises (and it will), you can give Squeak a good swift kick. He'll roll up into a ball and shoot off in the direction he's been kicked, picking up gems in his path. He'll even roll along slopes and curves, scouring the nooks and crannies of any nasty creatures lurking there. And he won't stop until he runs

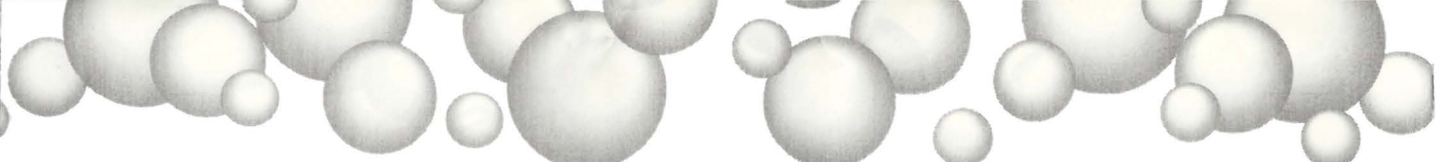
into a solid object. By the way, you qualify as a solid object. Isn't that nice to know?

Here's how to use the buttons on your Controller to do what you can do and to get Squeak to do what he can do:

- D Pad** Walk in the direction pressed.
- Button A** Shoot—in the direction you're facing. Or kick Squeak after you've stopped him.
- Button B** Jump—in the direction you're moving. To jump higher, press B longer.
- Button C** Squeak stops or, if you've stopped him and he's waiting, he starts moving again. Keep A depressed to watch where he goes.  
Press A after stopping Squeak to kick him.
- D Pad Up** While standing in front of Squeak, press this and Squeak will toss you in the air.

When you're buying gumballs from the gumball machine, use these buttons:

- Button C** Press C three times to deposit your coins.
- Button A** Press A to take the gum out of the machine. Now you can jump up onto Squeak's back.
- D Pad Down & Button C** Press these at the same time to get down off Squeak's back.



Sometimes, you may want to look up or down a little ways—say, to scout for platforms or to check the level of the waters rising below you (yikes!). You can scroll up or down one full screen, by pressing the D Pad up or down.

Now, you may be wondering why you'd want to do some of the things you can do. Most people do wonder about such things, until they've got the hang of Groolean logic. So, well . . . keep going.

## WHAT ARE YOU DOING HERE?

You mean, other than trying to be a hero?

Good question, simple answer: You're trying to earn lots of points. Which you do by getting through level after level, world after world. Only the strong survive, and only survivors earn lots and lots of points.

But, first things first. And here you are.

### Levels of the Game

There are five worlds on the planet Grool, and each world has at least five different levels.

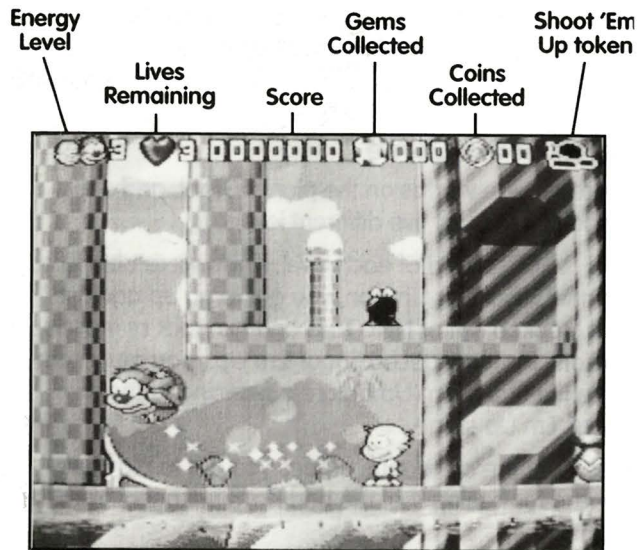
And . . . at the end of each level, if you were able to collect the Shoot 'Em Up icon, you get to go up against that crooked Kat of Nine Tails and his pack of malicious minions in a fast-paced Shoot 'Em Up. You must complete the Shoot 'Em Up before advancing to the next Shoot 'Em Up stage.

Plus . . . there are bonus games you get to play as a reward for freeing 4 of the bad Kat's prisoners from the domes.



## The Status Display

At the top of the screen, the status display keeps you informed of some important things:



## Watch Your Health

You start every game with 3 lives, shown as 3 hearts. Cupcakes give health points. Hearts are given in the Bonus Stages.

The number of health points you have at any time is displayed at the top of the screen. Lose all your health points, and you lose a life.

You lose a health point every time you're touched by an alien or hit by a shot from an alien, or if you touch spikes, fire, boiling chocolate or cacti. But you can restore your health by picking up food and extra lives which are hidden on some levels.

To re-start the level you're on, press Start to pause the game, then press A, B and C simultaneously.

**Note:** This will cost you one life.

## That Water's Rising!

You're always playing against the clock. Because on every level, the water is rising below you. It quickly cuts off the lower reaches, and continues to rise. If either you or Squeak becomes submerged, you lose a life and have to restart at the beginning of the level.

## What to Look For

On every level of every world, you'll find various magic and helpful items and collectibles, including—



**Gems.** Scattered throughout the levels, these are used to amass points and, most important, to free captive Grooleans. It takes 50 gems to shatter a Bozo Dome and liberate the Groolean inside. Gems you haven't used are converted to points at the end of a level.



**Coins.** Use these, which are dropped by aliens you zap, to buy gumballs for Squeak. Coins you haven't used are converted to points at the end of a level.



**Food.** You need this to replace lost health points.



**Extra lives.** Found on every level, an extra life is yours for the taking—so take it!



**Gumball machines.** There's at least one on every level. Use your coins to buy gum for Squeak and turn on his special powers.



**Goal Post.** Hooray! It's the end of the level!

**Useful objects.** These give you special abilities, so be sure not to miss any of them — you need all the help you can get! They are —



**Flower pots.** These give you extra height when you jump off them. You can pick up a Flower pot and carry it to reach a higher spot.



**Springs.** Use these, too, to jump higher than you thought you could. Springs are also moveable. Carry one to a better jumping spot.



**Lava flow.** When you activate a lava flow with the handy switch, a column of lava pours down from the top to the bottom of the screen and knocks the water level down one screen.





## How Can Squeak Reach His Peak?

With Those Crazy Gumballs!

Again, on most levels, there's a gumball machine where, for sufficient coins, you can buy Squeak his favorite treat: gumballs.

But those gumballs aren't just for chewing. Each type of gum—there are three—gives your Groolean pal a particular type of super skill. And each special skill comes in very handy when you're roaming the worlds of Groot.

Squeak's super skill is triggered as soon as you feed him the gumballs and climb on his back. It runs out as soon as you climb down.

Depending on the particular type of gum you give him, Squeak will be able to—

- move as fast and jump as high and wide as you can, and blow bubbles of gum that will buzz those aliens down like nothing; or
- fly!; or
- become a super-fast, mean-looking Squeak.

Plus, when you're on Squeak's back, he can squash aliens flat by jumping on them.

## Bozo Domes and Bonus Games

On many levels, you'll come across a Bozo Dome with a captive Groolean within. You can free the Groolean by depositing the gems you've collected—provided you've collected enough.

When you free 4 Grooleans you get to play a bonus game before tackling the next level.

There are three basic types of bonus game, but lots of different layouts for each type. The basic types are:

**Spring Chamber.** Bounca-bounca, ride 'em, Bubbleboy! Try to grab all the bonuses before time runs out.

**Maze Race.** Which way is up, down, sideways, through? Finish the maze and collect all the bonuses before the clock runs down.

**Lift Off.** An elevating experience. Trigger the lifts and moving platforms in the right order to collect all the bonuses.

All bonus games are played against the clock. By completing the bonus game within the time limit, you earn extra hearts.

## The Shoot 'Em Ups

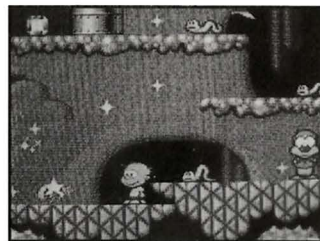
Between levels, you and Squeak board a submarine and travel to the next level by way of a Shoot 'Em Up encounter with lots of nasty aliens. All Shoot 'Em Up are played in one of the five lagoons of Groot — Strawberry Lagoon, Raspberry Lagoon, Blueberry Lagoon, Crab Apple Lagoon and Peach Pit Lagoon.

In the submarine, you go underwater, of course, and take on fish, octopi, snappers, enemy subs, kamikaze penguins, and gun emplacements that will blaze away at you. You enter this battle with only one ship but you can pick up extra ships along the way. And, at the end of every Shoot 'Em Up, you take on the Kat of Nine Tails himself.

## THE GRUELING WORLDS OF GROOT

### Stardust Caverns

In these scary caves you'll find rotting old works from porridge mines long ago abandoned. In the department of magic items and collectibles, look for flower pots, springs, and elevators. You won't need to look for these nasty nabobs of negativity, who are definitely not glad to see you in their cellar — they'll find you:



**Red Crawlers.** These dummies patrol the platforms without much wit, but they spew a kind of venom that ain't too good for your health.

**Baseball Ducks.** These heavy hitters will use their bats to smack your fire right back at you — if they're facing you.

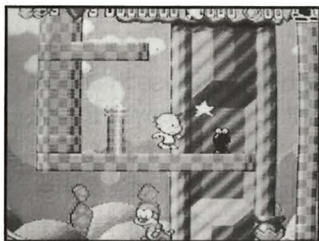
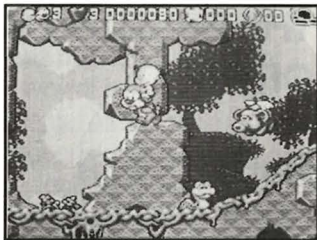
**Cowboy Ducks.** Riding the range on the backs of the Red Crawlers, these tough hombres are armed and dangerous.

## The Neverglades

Definitely not a National Park, even by Groolean standards. Look sharp for useful objects such as flower pots, springs, and elevators. Be especially careful of the boiling pools of chocolate and expect the worst while you give your best shots to these heavy-footed as well as creepy-crawly beasts:

**Flying Elephants.** They fly through the air to avoid your shots. And once within range, they'll shoot water at you.

**Snittering Snakes.** As they patrol the platforms, they'll home in on you if you get too close to them.



## The Sandcastle Desert

Beauty's only skin-deep. Watch out, because these beautiful wastelands and caves are way ugly on the inside. There are burning sands and spiky cacti to

avoid. In addition to helpful flower pots, springs, and elevators, look for a chance to switch on the lava flow when it suits your purposes. And do your best to do

your worst against these foes:

**Giant Wasps.** These guys home in on you and — Ouch! — what a sting! Get tough 'cause they are very difficult to get rid of.

**Bouncing Blobs.** Oh, no! — these guys have split personalities! They bounce around and split into two smaller blobs when shot.

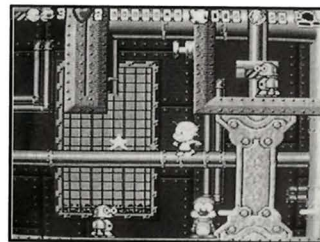
## The Diamond Foundry

Victorian meets high-tech — what beauty! Useful items and collectibles include flower pots, springs, elevators, lava flows, and — can you

believe your eyes? — gems. This is where all the gems you find on the various levels are made. You'll need all the help you can get as you maneuver past dangerous spikes and find yourself among the Most Wanted with the following:

**Robots.** Laser-equipped and more irritable than machines have a right to be. Try to tell them that.

**Spiders.** These creepy-crawlies can climb underneath platforms as well as along the top. Careful — they can jump between platforms, too.





## Neon City

It's a run-down burgh of rotten bricks, crumbling stones, and giddy girders. Do you think they're offering you the key to the city? Think again. A painful spike is more like it. And look for the whole gamut of helpful objects and collectibles — flower pots, springs, elevators, and lava flows — while you walk the rooftops with these shady characters:



**Giant Bats.** These dive-bombing, gun-shooting menaces are enough to make you batty! Keep moving to avoid being their target practice.

**Tortoise Tanks.** Fire-breathing cannons are what these guys love to shoot. They patrol the platforms and take their job seriously.

## SUNSOFT LIMITED WARRANTY

SUNSOFT warrants to the original purchaser only that the Cartridge provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Cartridge to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Cartridge, free of charge to the original purchaser (except for the cost of returning the Cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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