

COLLECTOR
VISION
Games

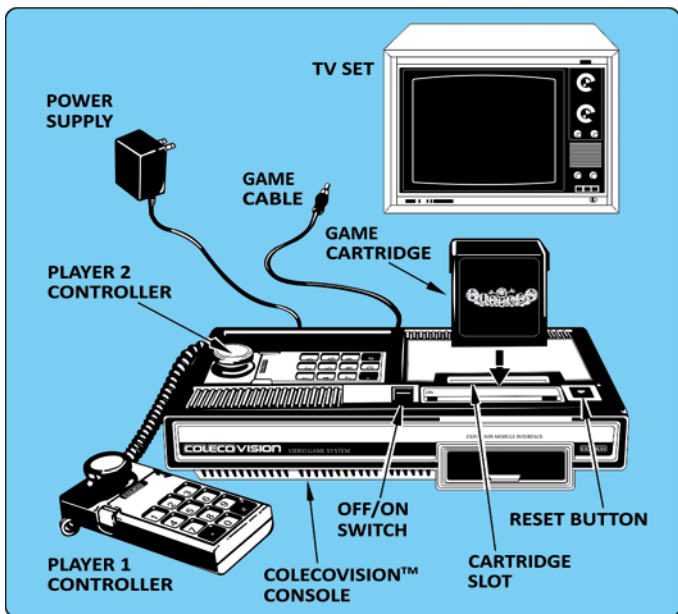
Guide No. 099298

CARTRIDGE
INSTRUCTIONS

BUBBLES

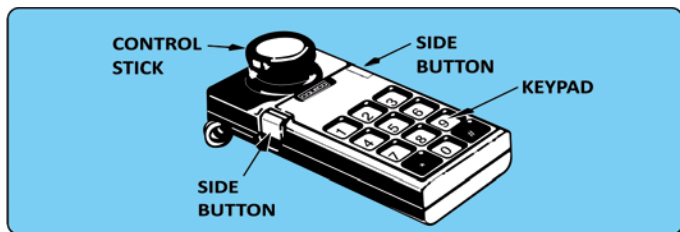


GET READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**
Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Move your bubble with the Control Stick.

HERE'S HOW TO PLAY



In this action game you control a soap bubble from a top-down perspective. The object is to clean a kitchen sink by maneuvering over ants, crumbs, and grease spots to absorb them before they slide into the drain.

As your bubble absorbs more objects, it grows in size, eventually acquiring first eyes and then a smiling mouth.

At the same time, sponges and scrub brushes slowly move around the sink, cleaning it on their own in competition with the player.

Touching either of these enemies costs you one life unless the bubble is large enough to have a complete face. In this case, the enemy will be knocked away and your bubble will shrink.

Sponges and brushes can be knocked into the drain for bonus points, eliminating them from play.

Two other enemies in the sink are stationary razor blades and roaches that crawl out of the drain. Contact with a blade is always fatal, while your bubble can safely touch the roach only while carrying a broom, which will kill the roach with one hit. The broom can be acquired by running over a cleaning lady who appears in the sink from time to time.

A level ends when all of the point-scoring objects are gone - either lost down the drain, cleaned by sponges/brushes, eaten by roaches, or absorbed by your bubble.

At this point, if your bubble is large enough to have a complete face, you move on to the next level; otherwise, one life is lost and the level must be replayed.

In addition, whenever your bubble has a face, the drain flashes green, giving you a chance to enter it and skip the next level. Entering the drain while the bubble is too small costs one life.

SCORING



TRIVIA

Bubbles is an arcade video game developed by Williams Electronics and released in 1982.

Development was handled by John Kotlarik and Python Anghelo. Kotlarik desired to create a non-violent game inspired by Pac-Man.

Anghelo designed the game's artwork and scenario as well as a special plastic cabinet that saw limited use. The game received a mixed reception from critics, who focused on the game's unusual premise.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Bubbles™, but it is only the beginning! You will find that this cartridge is full of special features that make Bubbles™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Bubbles ©1982 Williams Electronics, All Rights reserved.

Program by ©2024 Mystery Man.

Box and manual by Vincent Godefroy.

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www.collectorvision.com

Williams

BUBBLES



- lively cartoon animation
- simplicity of control
- novel theme
- complete game adjustments
- full bookkeeping and diagnostic tests



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