

# BUBBLE & SQUEAK

*Bubble was just about to fall asleep when he heard a thump, and a strange squeaking noise coming from the wardrobe. Summoning all his courage, he got out of bed and opened the wardrobe door to reveal a strange blue creature sitting amongst his dirty socks.*

*"Who are you?", he asked, trying to sound braver than he felt.*

*"I'm Squeak", replied the blue creature nervously, "Where am I?"*

*"You're in my wardrobe", said Bubble, "And I want to know how you got there!"*

*"Well", said the creature, "The last thing I remember is jumping into a passing black hole, hoping to find someone who could help us."*

*"Us?", interrupted Bubble, "You mean there are more of you in there?"*

*"No, they're all working in the porridge mines on Grool. I'm the only one who escaped.... and you're the only one who can help." A large tear rolled slowly down his cheek.*

*"Porridge... Grool... perhaps if you started from the beginning I'd know what was going on", said Bubble. "But of course, I'll help you if I can".*

*So Squeak explained how the evil Kat of Nine Tails and his henchmen had captured the inhabitants of Grool, imprisoning them in 'Bozo Domes' and forcing them to work in the porridge mines. Somehow Squeak had evaded capture, and had used his last few coins to buy some bubble gum. There must have been something special about the gum, because as he chewed it he suddenly felt full of energy, and jumped into a passing black hole.*

*"OK", said Bubble, "I'll help you, but how do we get to Grool?"*

*"I'm not sure.... I think we'll have to jump into a black hole".*

*"Will any black hole do?", asked Bubble, "How about that one in my sock?"*

*"It looks pretty black to me", said Squeak, "Let's try it."*

*And so, now you know how Bubble & Squeak came to find themselves on the planet Grool. But that's only the beginning..... now you've got to outwit the evil Kat of Nine Tails, free the creatures trapped in the Bozo Domes, and live happily ever after. What are you waiting for?*

## LOADING INSTRUCTIONS

If you have a CD32, place the CD in the drive and press the reset button. Otherwise place Disk 1 in the internal drive and reset your computer. Change disks only when instructed to do so (if you have a second floppy drive you will not need to change disks at all).

The floppy disk version can be installed to hard disk. First make a directory called (say) SQUEAK, then copy all of the files on both disks to this directory. Add the following lines at the bottom of your STARTUP-SEQUENCE file:

```
ASSIGN BUBBLE1: DH0:SQUEAK
ASSIGN BUBBLE2: DH0:SQUEAK
```

To play the game, reset the computer, and when it has finished rebooting insert Disk 1. Go to the SQUEAK directory and type **CODE** to run the game.

## CONTROLS

Whether you play on a CD32 or an Amiga you can use a CD32 controller, a joystick with two independent fire buttons (or a Megadrive controller), or an ordinary one-button joystick.

You control Bubble - you can walk, jump, throw stars, and pick up coins, gems, and other useful items. Squeak will follow you around - as best he can - unless you tell him to stop and wait. Unfortunately Squeak can't walk as fast as you, or jump so far or so high - unless you take him to one of the bubble gum machines and feed him a magic gumball. But more of that later.

Another useful thing about Squeak is he doesn't mind being kicked around - literally. And you can jump on his head, too. He'll even throw you up in the air if you want him to!

The diagrams on the opposite page show how to use the different controllers. Note that some of the functions require two keys (or one key and a joystick direction) to be pressed together.

If you choose to quit a level you'll lose a life.

## **OVERVIEW**

There are thirty main levels in the game. Bubble and Squeak need to get to the end of each level, marked by a flashing post. Of course, the creatures that the Kat of Nine Tails has left on guard aren't exactly going to help you - so watch out!

On each level there is a submarine icon to collect. Pick this up, and at the end of the level Bubble and Squeak will get in a submarine to battle against the Kat of Nine Tails in a shoot'em-up. There are five different shoot'em-ups, and you must complete one before you go onto the next.

In addition, if you free three of Squeak's little monster friends from the Bozo Domes you get to play a bonus game - in all there are ten different bonus games. There is a Bozo Dome on most, but not all of the main levels.

As if it wasn't already tricky enough, you'll find that most of the main levels gradually flood with water. Whilst Bubble and Squeak can survive under water for a short time, you shouldn't push your luck!

## **WATCH YOUR HEALTH!**

When the game begins you have three lives. You lose a life when your health runs out. Watch the 'heart' indicator in the status display - when this shows zero the next hit you take will be curtains!

## **WHAT TO COLLECT**

On each level you'll find various magic items scattered around. Pick these up whenever you have the chance - and provided you have the time. Look out for

**GEMS** - liberally scattered throughout the levels, they are worth points - but most important, you can use them to free Squeak's little monster friends from the Bozo Domes. It takes 50 gems to shatter a Bozo Dome. Any gems you are still carrying at the end of a level are worth 50 points each.

**COINS** - these are dropped by aliens when you zap them. Pick them up and use them to buy gum for Squeak. Three coins are needed for each gumball, and any coins you have left at the end of the level are worth 50 points.

**FOOD** - collect food to replenish your health. You can have a maximum of 8 health points at any one time.

**SUBMARINE TOKEN** - collect this for a chance to battle against the Kat of Nine Tails in his underwater lair.

## **WATCH OUT FOR.....**

Other things to look out for are:

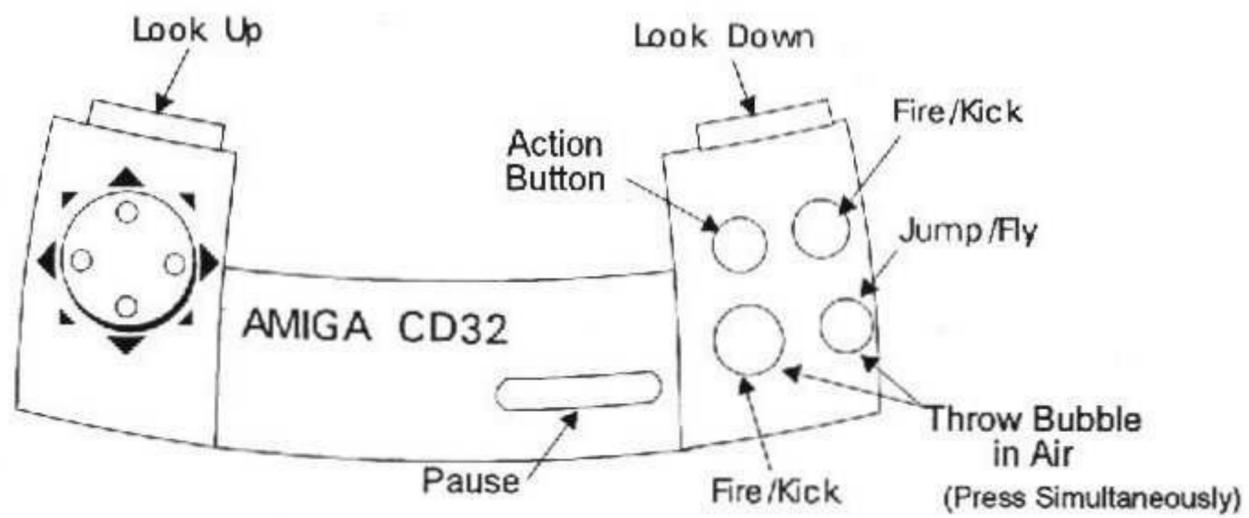
**GUMBALL MACHINES** - there's at least one on almost every level. Different machines sell different-flavoured gum.

**FLOWER POTS** - you can pick them up, pile them them up, stand on them, even throw them around a little.

**SPRINGS** - use them to jump to heights you've never dreamt of! You can even pick them up and pile them on top of each other!

**ELEVATORS** - these are usually controlled by a button that you must hit.

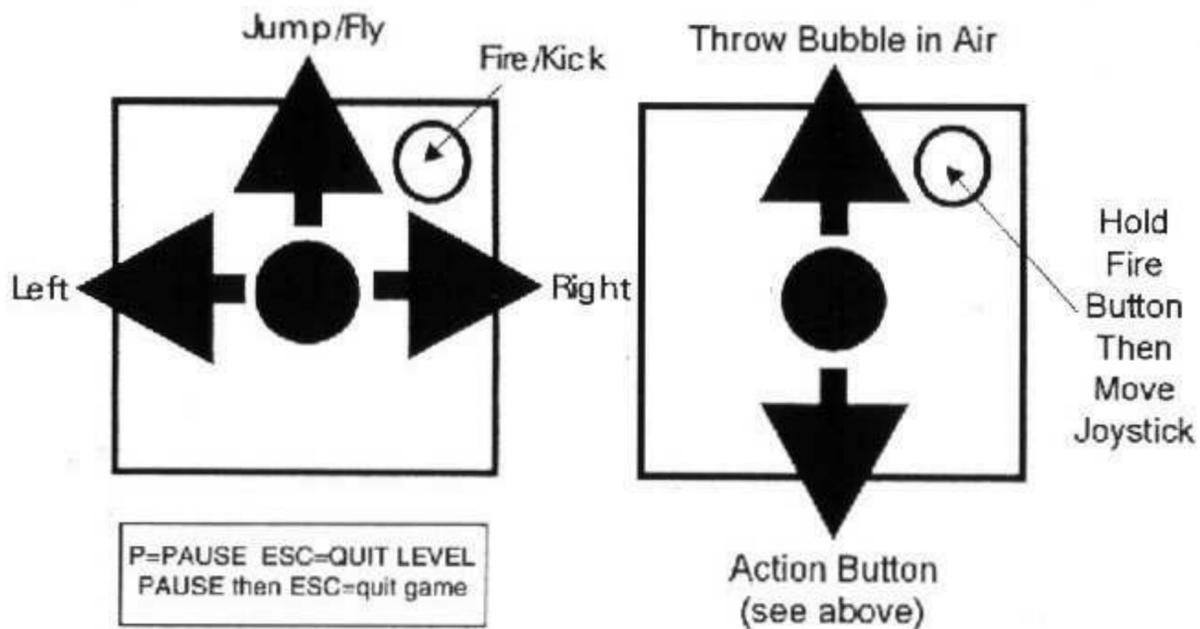
# CD-32 Controller



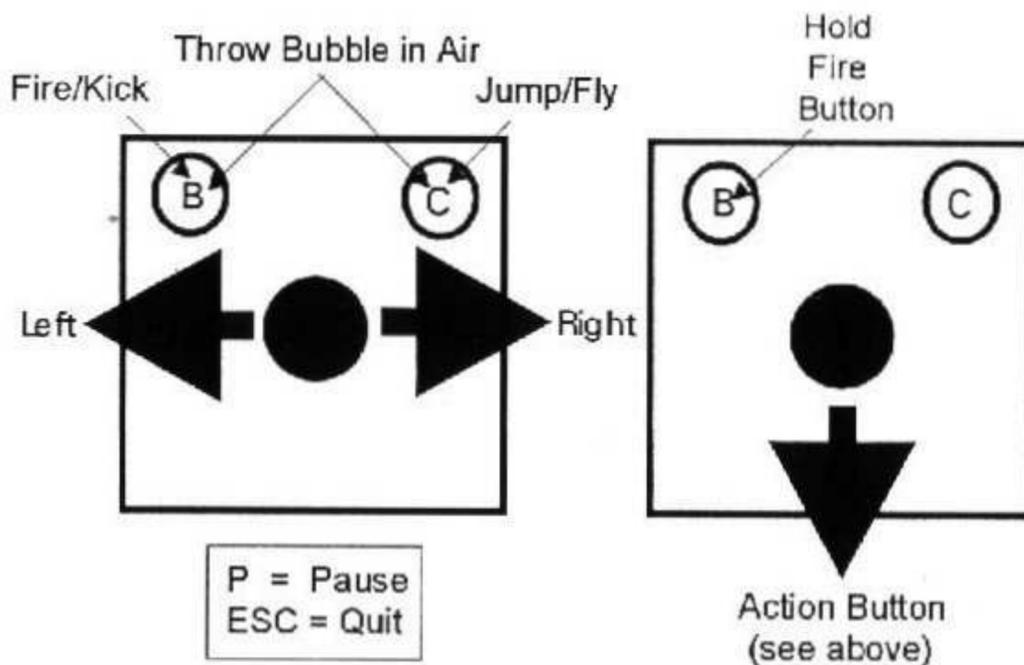
Action Button - Call/Stop Squeak  
 Pick-up Object  
 Climb Off Squeak  
 Insert Coins

When Game is Paused :-  
 Look Up + Look Down + Fire/Kick = Restart Level  
 Look Up + Left + Action Button = Quit Game

## One Fire Button Joystick



## Two Button Joystick



**LAVA FLOW** - hit the button alongside these funnels to send hot lava down into the water below, evaporating it and giving you more time,

**GOAL POST** - this flashing post indicates the end of the level. Remember you've got to get Squeak there too!

## **BUBBLE(GUM) AND SQUEAK**

Feed Squeak some gum, purchased from one of the gumball machines that you'll find on most levels, and you'll find that not only can you jump on his back, he'll also have powers you didn't suspect. Take Squeak over to the machine, then insert three coins and give the machine a good kick. Jump on his back, and now, depending on the flavour of the gum, Squeak will be able to:

- move as fast and jump as high as you can, and blow bubbles of gum to zap aliens, or
- fly, or
- run super fast

In addition, while you're on his back he can squash aliens just by jumping on them. However, these magic powers only last while you're on Squeak's back.

## **BONUS GAMES**

Each Bozo Dome contains a captive who can only be freed if you deposit 50 gems in the dome (just stand in front and the gems will automatically fly in). Free three of Squeak's little blue friends from the domes and you'll be allowed to play a special bonus game when you get to the end of the level.

There are ten different bonus games, divided into three types:

**SPRING CHAMBER** - bounce around collecting gems

**MAZE RACE** - which way to go to get the most gems?

**LIFT OFF** - trigger the lifts and moving platforms in the right order to collect the gems

If you collect at least 50 gems, then get to the Goal Post before the timer runs out you'll be awarded an **EXTRA LIFE**. Any surplus gems score 50 points.

## **THE SHOOT'EM-UPS**

If you collect the submarine token that can be found on each level, then at the end of that level you'll get a chance to battle against the Kat of Nine Tails and his fishy friends in an underwater battle.

There are five lagoons, each more difficult than the one before. Though you start with only one submarine you can collect extra subs along the way. Watch out for the arrow tokens - collect one of these, and if you have to restart the level you won't have to go back to the beginning.

If you get to the end of the level you'll have to battle it out with the Kat of Nine Tails himself - can you send him crashing to the ocean floor?

**Game, characters and manual copyright Audiogenic Software Limited, 1994**

**BUBBLE & SQUEAK is a trademark of Sunsoft**

**Original design by Pat Fox and Scott Williams**

**Programmed by Alex Slater and Ray Price**

**Graphics by Pat Fox with help from Richard Smith**

**Sound and music by Allister Brimble**

*This program may not be hired, lent, or copied without the express permission in writing of the copyright owner. Permission is hereby granted to install the program on a single hard drive provided that the original program disks are present whenever the game is run.*