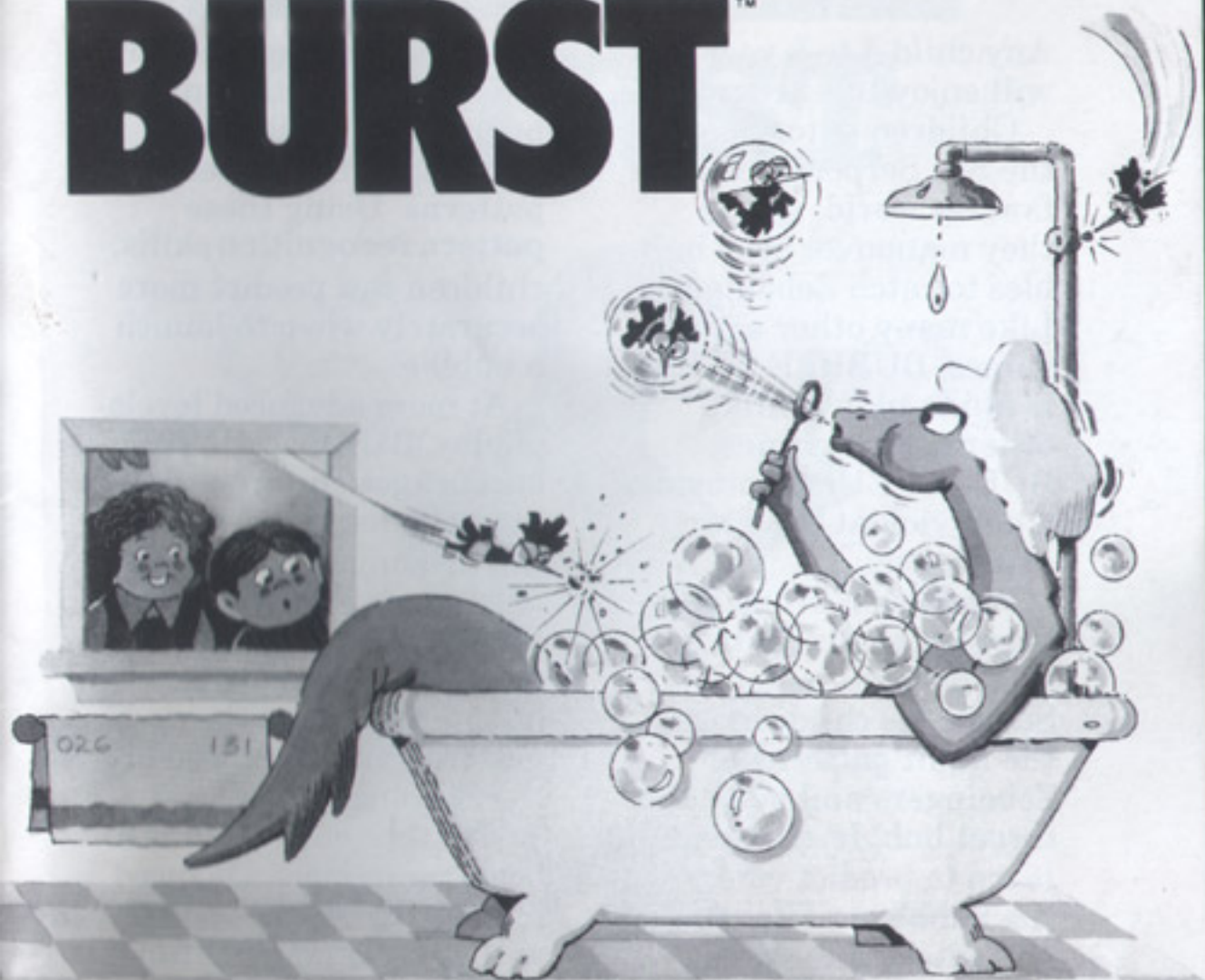


BUBBLE BURST™



What's There to Learn

Any child 4 to 8 years old will enjoy this program.

Children enter Soapie the Sea Serpent's colorful fantasy world, where they maneuver soap bubbles to catch Zeboingers. Like many other action games, BUBBLE BURST is fun to play. Unlike other action games, BUBBLE BURST provides a non-violent learning experience.

Prediction is one of the learning skills that children develop in helping Soapie. As children watch the flight patterns of Zeboingers and move the target bubble, they can learn to predict where the bubble and Zeboinger will intersect.

As children continue to play the game, they also begin to recognize that Zeboingers fly in specific patterns. Using these **pattern recognition skills**, children can predict more accurately when to launch a bubble.

At more advanced levels of play, BUBBLE BURST encourages children to **plan strategies** to outwit the Zeboingers. Children need to consider a number of variables: the flight path of the launched bubble as well as the patterns and the speed of the Zeboingers.

Whether your child is a beginner or more advanced player, BUBBLE BURST will provide hours of fun and learning.

BUBBLE BURST



This is Soapie.

In This Book...

You'll discover who Soapie is, where she came from, and most important, what she's doing in a bathtub filled with soap bubbles. You'll also find out how to blow amazing bubbles, just like the ones that Soapie can blow.

- **How to Play Bubble Burst**
- **Soapie's Story**
- **Soapie's Bubble Secrets:**
 - Super Duper Bubble Soap**
 - Trick Bubbles**
 - Build a Bubble Blower**
 - Bubble Trouble**
 - Bubble Machine**
 - Bubble Trouble Solutions**
- **Bubblography**

Getting Ready to Play

Atari® and Commodore 64™ Computers

1. Turn off the computer.
2. Plug the joystick into port 1.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 computer, place the cartridge in the left hand slot.)
4. Turn the computer on. After the title appears, a short demonstration of the game will play until you're ready to start.
5. Move the joystick or press the joystick button to begin the game.

Note: Turn off the computer before removing the cartridge.

How to Play

Stop the Zeboingers from bursting all the bubbles in Soapie's bathtub and see how many points you can score!

Beginning the Game

Soapie is sitting in a bathtub filled with bubbles. After a short game demonstration, the following instructions appear:

PRESS SPACE BAR TO PLAY

Press the space bar and the following questions appear:

HOW MANY PLAYERS? PRESS 1 OR 2

One or two players can play Bubble Burst.

Press 1 for one player (plug the joystick into port 1).

Press 2 for two players (plug the second joystick into port 2).

SKILL LEVEL 1 OR 2? PRESS 1 OR 2

You can choose different levels of difficulty for the game.

Press 1 to play at a slow speed.

Press 2 to play at a fast speed. (Level 2 begins at Round 11.)

Other Options

This allows you to change the number of players and skill level during play.

Press **F3** on Commodore 64.

Press **OPTION** on Atari.

How to Play

Move the joystick and the target bubble moves.

Press the joystick button and Soapie blows a bubble. The bubbles that Soapie blows go where the target bubble was when you pressed the button.

If the bubble hits a Zeboinger, the Zeboinger floats away. You score points every time you capture a Zeboinger. Your score appears on the towel hanging either to the left or the right of Soapie.

Every five rounds, the bath is refilled with bubbles.

The game is over when all the bubbles in the bathtub are popped.

To Play Again

This gets you back to the beginning of Round 1 (or Round 11 if you're playing at Skill Level 2).

Press **f1** or **RETURN** on the Commodore 64.

Press **START** on the Atari.

To Stop during Play

Press **f7** on the Commodore 64 to "freeze" the game at any time. To resume play, press **f7** again.

Press the **space bar** on the Atari to "freeze" the game at any time. To resume play, press the **space bar** again.

To Score Points

Special Zeboingers are:

Black (they come in the window)

Purple (they zigzag)

Green (they turn on the shower)

Regular Zeboingers are all other colors.

Point Value Table

	Special	Regular
Rounds 1-5	10	5
Rounds 6-10	20	10
Rounds 11-15	30	15
Rounds 16-20	40	20
Rounds 21 and above	50	25

Two-Player Game

When two people play, each player takes turns blowing bubbles. You each have a towel for your score. The round number appears above your towel and a green stripe appears on your towel during your turn. There are five rounds in each player's turn.

Helpful Hints

- Learning the flight patterns of the Zeboingers will help you score more points.
- The bubble fluid container is refilled only at the beginning of a round. Every time you aim a bubble, you use up bubble fluid, so be careful.

**BUBBLE
BURST™**
Proof-of-Purchase

Joyce Hakansson and Associates, Inc., creators of **BUBBLE BURST™**, is a team of artists, musicians, educators, programmers, writers and game specialists working together to bring excellence and excitement into young people's computer games.

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