

# SUPERVISION™

## BUBBLE WORLD

### I. GAME DESCRIPTION

In this marvellous Bubble World, there are both good and bad elements. The Little Spirit is trying to eliminate all mischievous ghosts who are given Bubble World a bad reputation. The Little Spirit can stop their misbehaviour by eating the ghosts after wrapping them in small bubbles.

### II. GAME INSTRUCTION

There are twenty stages in the game. The misbehaviour of ghosts have drastic changes for every five stages. In the first five stages, they just wander over the Bubble World. In the next five stages, they begin to drop down venom to kill the Little Spirit. From the tenth to the fifteenth stage, they attempt to increase their destroying power by shooting upward. In the last five stages, they even shoot horizontally.

The ghost will become eatable after being shot by a bubble. After you eat a prefixed number of eatable bubbles in a stage, a wrapped ghost will automatically become a lighting bulb. When the Little Spirit eat this lighting bulb, the whole screen will flash and all the remaining little ghosts will be killed. Afterwards, you will be promoted to the next stage. Three lives will be given at the beginning of each stage regardless of the number of lives left in the previous stage.

Whenever you go to any stage, you are advised to kill all the ghosts quickly. Otherwise, a warning "HURRY UP" will be shown at which time the ghosts and fire bombs bubbles will move at a faster pace. Besides, two ghosts crash each other would become a fire bomb. The fire bombs will kill the Little Spirit and release the wrapped ghosts from bubbles when they hit meet. Nevertheless, the fire bomb will become ghosts again when hit by the bubbles fired by the Little Spirit.

Devil Bubbles which cannot be wrapped by bubbles will appear at times. Thus, you must avoid them and kill all the other ghosts to find a way out to the next stage.

### III. STARTING GAME

When you turn on the power, the title screen will be shown. Press the START key to start the game. Whenever you lose a life, the screen will show you the score and the lives left. After a while, the game would continue. Until the game is over, you can select either to continue the game at the current level or to play the game at level one. Press the START key to start the game.

Player can also pause the game and check the current stage, the score obtained and the number of lives left by pressing the START key. Resume the game by pressing the START key again.

During the game, press the LEFT or RIGHT keys to move the Little Spirit horizontally. Normally the Little Spirit will fall down through the gaps to the platform below, however you may help the Little Spirit to cross these gaps by pressing the A-key together with either LEFT or RIGHT keys when it is near the edge of the gap. Fire at your enemies by pressing A-key to wrapped them up in bubbles, some of these became edible. All the Little Spirit has to do is just walk over these wrapped bubbles to get more scores.

### IV. SCORING

<u>EATABLE BUBBLES</u>	<u>SCORE</u>
BUBBLE WITH GRAPE	80
BUBBLE WITH BANANA	70
BUBBLE WITH SWEET	60
BUBBLE WITH CORN	50
BUBBLE WITH APPLE	40
BUBBLE WITH PEAR	30
GREY BUBBLE	20

### V. KEY ASSIGNMENT

<u>KEY</u>	<u>FUNCTION</u>
START	Start or pause the game
SELECT	Select either the Continue or End Options after game over.
A	Jumping to the platform above
B	Shooting bubble
LEFT	Move to the left
RIGHT	Move to the right
A+B+SELECT+START	When press these keys together, the title screen will be shown to reset the game.
LEFT+A-KEY	Cross the gap leftwards
RIGHT+A-KEY	Cross the gap rightwards
UP	Not used
DOWN	Not used