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3 Welcome to my update of the Bubble Bobble FAQ. Since Bubble Bobble has now been emulated thru the efforts of MAME a lot more information about the game has come to light, especially from the author of the MAME driver Chris Moore. He was able to delve deep into Bubble Bobble ROMS and extract all sort of wonderful information about my favourite game, stuff we all thought was random, but now we know better. Contact me guruchoc@arcadeheaven.com if you ever have anything to add. If that address is no longer valid, you can always do a search for "Bubble Bobble Home Page" on any search engine and you should be able to locate me. This FAQ is based on the ARCADE version of the game only.

4

5 What is Bubble Bobble?

6

7 Bubble Bobble was an arcade game released by Taito in 1986. You have to guide the two hero's Bub and Bob through 100 levels of adventure to rescue their girlfriends. It was one of the first two player co-operation games (although all co-operation goes out the window when a 50,000 pt diamond goes down the middle of the screen and you race to see who can get the points first ). It was one of the first games to have joystick combinations that allow you to power-up your original characters. It has spawned a couple of sequels, Rainbow Islands ( a much better, but harder to find game ), Parasol Stars and in the last few years Bubble Symphony and Bubble Symphony. There is also the Puzzle Bobble (Bust-A-Move) series of games that unite Bub and Bob together in a completely different, but as playable games.

8

9 Bubble Bobble Gameplay

10

11 One of the great things about this game was all of the different hidden things that were discovered by playing the game. Basically you have to clear each room of all the enemies to let you advance to the next room. You did this by trapping the enemy inside your bubbles and then bursting the bubbles. Along the way you could pick up powerups and extra weapons that were only available for that room, some stayed with you until you died. As a rule only one food bonus and one weapon bonus per room.

12 The basic power-ups are as follows

13

14 Yellow bubblegum (sweeties)-increase bubble firing speed.

15 Purple bubblegum (sweeties)- make the bubble travel further.

16 Blue bubblegum (sweeties)-increase the bubble speed across screen.

17 Red shoe-faster moving Bub and Bob.

18

19 Other special powerups are

20

21 Candy canes-when the last enemy is killed all remaining bubbles turn into fruit as well as a large bonus from 10,000 to 70,000 pts.

22 Treasure chest-similar effect to candy canes except diamonds fall.

23 Clock/Watch-stops level timer and changes screen colour.

24 Red trophy- give you all the basic power-ups.

25 Purple trophy-smart bomb, kills all enemy and turns them into diamonds.

26 Blue trophy-gives you extra points when you run along the ground.

27 Purple bomb-kills all enemy and turns them into diamonds.

28 Blue cross-fills the screen with water and turns enemy into diamonds.

29 Red cross-lets you shoot fireballs and turn the enemy into diamonds.

30 Yellow cross-causes lightning to come down the screen and turns enemy into diamonds.

31 Bomb-kills all enemy on screen.

32 Blue umbrella-advance three rooms.

33 Yellow umbrella-advance five rooms.

34 Purple umbrella-advance seven rooms.

35 Diamond necklace-releases a ball that flies around the screen and turns enemy into diamonds.

36 Red Ring-gives you 100 pts for every bubble blown.

37 Silver Ring-creates a stream of stars that kill all enemy.

38 Blue Ring-gets points while running around.

- 39 Purple Ring-gives you 500 pts every time you jump.
- 40 Bible/Book-smart bomb kills all enemy and turns into diamonds.
- 41 Glowing love heart-enemy freeze and you can run into them.
- 42 Potions-fill the screen with various items, collect all of these for a 100,000 pt bonus usually you share them if there is an equal number (grin)
- 43 Doorways-These appear if you can get to level 20, 30, and 40 without losing a man. Puts you in a bonus room full of diamonds. Getting to level 50 without dying advances you to level 70.
- 44 Fireball bubble-A very rare occurrence, gives you fireballs instead of bubbles for five rooms.
- 45 Fire Bubble-hop on this to make fire fall to the ground and kill enemy.
- 46 Lightning Bubble-Fires lightning across the screen opposite to the way you are facing.
- 47 Bell- Activates alarm that will warn the player that a secret weapon is about to appear (good for all subsequent levels and the rest of the game, regardless if the player dies).
- 48 Skull-Turns the enemies fast and nasty.
- 49
- 50 How to make the letters appear
- 51
- 52 EXTEND-bubbles appear only on "open levels" (levels where bubbles fly in from a "hole" in the ceiling or the bottom)
- 53 EXTEND-bubbles appear only when you've popped in the previous non-open-stages more than 2 (or 3) enemy-trapped-bubbles at once. The more enemies popped at once, the more DIFFERENT EXTEND-bubbles will come. (I'm sure this is valid for ALL previous stages up to an "open-level"; I hope I've described that well!) It goes something like this: Enemies popped at a time Different EXTEND-bubbles to come 2 none 3 1 4 2 5 3 6 4 7 5 8 ALL! (6)
- 54 When you're on an "open stage" you may want to try to pop more than 3 enemies at a time because the upper table applies to the CURRENT stage, too (if it is an "open stage" that is).
- 55
- 56 Secrets and hidden stuff
- 57 These codes must be entered on the title screen showing Bubble Bobble written inside a cloud.
- 58
- 59 LEFT JUMP LEFT 1P LEFT BUBBLE LEFT 1P- it will say power up at the bottom of the screen and you will have fast feet,fast bubbles, etc
- 60
- 61 BUBBLE JUMP BUBBLE JUMP BUBBLE JUMP RIGHT 1P-the screen will say original game mode and you will get the bonus doors whether you die or not.
- 62
- 63 1P JUMP BUBBLE LEFT RIGHT JUMP 1P RIGHT-this give you super on the title screen. You play the game with the monsters from the first 50 screens in the last 50 and visa-versa.
- 64
- 65 High score table tricks
- 66
- 67 One of the first games to feature bonuses when you entered the right initials in the high score table. Just finish a game and enter the initials below, the effects are described next to the initials. They mainly effect the second bonus object that appears on the first set. The best way to reap the rewards is to bubble the 3 monsters and wait for the second bonus to appear, get the bonus and then blow as many bubbles as possible so you get the maximum points available. You might want to blow bubbles and burst them while you wait or run along the bottom of the screen to make certain bonuses appear on the next level, read further down to see what I mean.
- 68
- 69 SEX pitch fork-flying cakes/beer/etc across the screen, turn enemies into 6k diamonds
- 70 TAK octopus-turns bubbles into X's at end of level
- 71 STR flamingo-turns bubbles into smiling turds at end of level
- 72 KTT beer-turns bubbles into pizzas at end of level, what a perfect match !!!
- 73 ... knife-flying cakes/beer/etc across the screen, turn enemies into 6k diamonds
- 74 I.F
- 75 MTJ coke can-flying cakes/beer/etc across the screen, turn enemies into 6k diamonds

76 NSO

77 KIM

78 YSH

79

80 Other tricks and tips

81

82 This is one of the coolest cheats in Bubble Bobble. You get this if you lose your last dino in a treasure room. Normally, you only get treasure rooms if you have reached levels 20, 30 and 40 without dying, and you exit a treasure room if you die once, so the only way to do this is if you are using the "original game" cheat that gives you treasure rooms anyway. When you lose your last dino in a treasure room, your level is recorded as 102, and then all the demo screens turn to treasure rooms and the next game you play you get a treasure room on level 1! Also, the fruit bonus is *\*not\** random. If the hundreds and tens digits are the same when you kill the last enemy, all bubbles on the screen turn into fruit (the higher the level the higher fruit value). A nice trick here: Have one player ready to pop the last enemies, and have the other player shoot bubbles into a wall until the digits match... THEN have the first player kill them. You see, the game doesn't care WHOSE digits match - could be either. Bonus fruit on every round! When time runs out, and the skels come out to get you, if you die, when you're brought back to life, and STILL FLASHING (vital!), run over and touch your friend's skel. POOF! No more skel.

83

84 True ending to this game.

85

86 All you need to do is enter the Super Bubble Bobble cheat at the intro screen and finish the game with out losing a man (easier typed then done) when you finish the game you will see your parents rescued as well as your girlfriends. That's all there is too it.

87

88 Bubble Bobble or Bobble Bobble

89

90 Bubble Bobble is the original version of the game and Bobble Bobble is the pirate copy, if you look at the cloud in the background you can see the bad job they did of hacking the graphics. There is also some variation in game play. On my board you can choose a Japanese version of the game that comes up with a copyright notice at the beginning or an English version of the game. There is no difference in the gameplay. On the original board you can switch between BB and Super BB. I have played a version where you could pick original on the board and on level 6 , and subsequent levels, the guys in the white robes will roll rocks at you. There seems to be many variations of this game. Latest information suggest that there are at least 4 different rom sets for this game, eventually MAME will hopefully support them all.

91

92 Other platforms

93

94 Bubble Bobble is available on the Apple II, IBM, Atari ST, C64/128, Amiga, Gameboy, Game Gear, Playstation, Saturn, MSX and NES. Rainbow Islands is available on C64/128, Playstation, Saturn, Sinclair Spectrum, Amstrad CPC, Sega Master System, Atari ST, NES and Amiga. Parasol Stars is available on C64/128, Turbo Grafx16/Turbo Express, NES, Atari ST, Gameboy and Amiga. If you wish to play the actual arcade game on your PC/MAC/Linux etc go get a copy of mame and enjoy it, MAME is actually the arcade game running on your machine, don't waste your time with the pathetic conversions that are out there, unless you just want them for having them sake.

95

96 Arcade Board Pinouts

97

98 SOLDER SIDE                      PARTS SIDE

99

100	GND	01	GND
101	VIDEO RED	02	VIDEO GND
102	VIDEO GREEN	03	VIDEO BLUE
103	VIDEO SYNC	04	-5V
104	SOUND +	05	SOUND -
105	POST	06	POST

106 +12V 07 +12V  
 107 COIN SWITCH A 08 COIN SWITCH B  
 108 COIN METER A 09 COIN METER B  
 109 COIN LOCKOUT A 10 COIN LOCKOUT B  
 110 SERVICE SWITCH 11 TITLE SWITCH  
 111 START PLAYER 1 12 START PLAYER 2  
 112 SPARE 13 SPARE  
 113 SPARE 14 SPARE  
 114 1P RIGHT 15 2P RIGHT  
 115 1P LEFT 16 2P LEFT  
 116 GND 17 GND  
 117 GND 18 GND  
 118 + 5V 19 + 5V  
 119 + 5V 20 + 5V  
 120 1P BUBBLE 21 2P BUBBLE  
 121 1P JUMP 22 2P JUMP

123 Dip Switches

125 SWITCH A

126 1 2 3 4 5 6 7 8

127 GAME TYPE

128 BUBBLE BOBBLE OFF  
 129 SUPER BUBBLE BOBBLE ON

130 SCREEN

131 NORMAL OFF  
 132 REVERSE ON

133 MODE

134 PLAY OFF  
 135 TEST ON

136 ATTRACT SOUND

137 YES OFF  
 138 NO ON

139 COIN A

140 1 COIN 1 PLAY OFF OFF  
 141 1 COIN 2 PLAY ON OFF  
 142 2 COIN 1 PLAY OFF ON  
 143 2 COIN 3 PLAY ON ON

144 COIN B

145 1 COIN 1 PLAY OFF OFF  
 146 1 COIN 2 PLAY ON OFF  
 147 2 COIN 1 PLAY OFF ON  
 148 2 COIN 3 PLAY ON ON

151 SWITCH B

152 1 2 3 4 5 6 7 8

153 DIFFICULTY

154 NORMAL OFF OFF  
 155 EASY ON OFF  
 156 HARD OFF ON  
 157 VERY HARD ON ON

158 BONUS 1ST/2ND

159 30000/100000 OFF OFF  
 160 20000/80000 ON OFF  
 161 40000/200000 OFF ON  
 162 50000/250000 ON ON

163 LIVES

164 3 OFF OFF  
 165 5 (FREE PLAY) ON OFF  
 166 1 OFF ON

167 2 ON ON  
168 SPARE (ALWAYS OFF) OFF OFF  
169  
170 Why Shit Happens (or "what causes each special item to appear")  
171  
172 This list was made by Chris Moore, he wrote the driver for MAME and has found out much more than anyone could by just playing the game.  
173  
174 The game maintains a bunch of counters which keep a record of how many times you have done various things. Once a counter reaches its threshold, it is reset to zero and you get the item which that counter is associated with. Counters are only checked at the beginning of each round. If two or more counters reach their thresholds in the same round, the one which is associated with the highest numbered item is used. The other(s) will keep their value for the next screen. The counters aren't reset at the beginning of each game, which is why on the arcade game there is generally a special item on the first screen, but in the emulation the first game you play doesn't offer a special item, since the counters are all reset when the machine is first switched on.

175  
176 In the following, the ITEM\_DATA line contains:  
177  
178 XXXX ( AA BB CC DD ) EE  
179  
180 XXXX is the address of the counter which is used  
181  
182 AA BB CC and DD are the 4 possible thresholds which the counter must reach before you get the item. Which one of the 4 values is used depends on the 'difficulty' setting that the game is currently running at:

183  
184 CC for difficulty 00-04  
185 DD for difficulty 05-07  
186 BB for difficulty 08-0B  
187 AA for difficulty 0C-1E  
188  
189 initial difficulties are: 0D (v.hard), 0A (hard), 04 (easy) and 07 (normal) for the 4 dip-switch settings. The difficulty changes throughout the game, going higher when you gain extra lives, lower when you die, and other things affect it, too, which I don't know about.

190  
191 EE is non-zero if the bell should warn us that the item is around  
192  
193 The ITEM\_ACTION sections (where I've put them in) are useful for 'cheating' in MAME. Where it's like 'IX+\$31', the address is E691+31 for P1 and E6C3+31 for P2. So, for example, a cheat would be:

194  
195 boblbobl:0:e6f4:80:0:Long Range Bubbles (P2)  
196  
197 because e6c3+31 is e6f4.  
198 Special Items:  
199  
200 ITEM\_NUMBER: 0/00  
201 ITEM\_DESCRIPTION: red and white sweetie -> long-range bubbles  
202 ITEM\_DATA: E5DF ( 23 23 23 23 ) 00  
203 ITEM\_COUNTER: bubbles blown  
204 ITEM\_ACTION: LD (IX+\$31),\$80  
205  
206 e5df is incremented each time a bubble is blown (by either player) so blow 35 or more bubbles and get a purple and white 'long-range bubbles' sweetie on the next level

207  
208 ITEM\_NUMBER: 1/01  
209 ITEM\_DESCRIPTION: purple and cyan sweetie -> fast bubbles  
210 ITEM\_DATA: E5E0 ( 23 23 23 23 ) 00  
211 ITEM\_COUNTER: empty bubbles popped

212 ITEM\_ACTION: LD (IX+\$2F),\$06  
213  
214 e5e0 is incremented each time an empty bubble is popped (by either player) (for 10 points) so pop 51 or more empty bubbles and get a purple and cyan 'fast bubbles' sweetie on the next level  
215  
216 ITEM\_NUMBER: 2/02  
217 ITEM\_DESCRIPTION: orange and yellow sweetie -> rapid-fire bubbles  
218 ITEM\_DATA: E5E4 ( 23 23 23 23 ) 00  
219 ITEM\_COUNTER: jumps  
220 ITEM\_ACTION: LD (IX+\$2E),\$05  
221  
222 e5e4 is incremented each time either player jumps, so jump 51 or more times and get an orange and yellow 'rapid-fire bubbles' sweetie on the next level  
223  
224 ITEM\_NUMBER: 3/03  
225 ITEM\_DESCRIPTION: shoe -> run faster  
226 ITEM\_DATA: E5E6 ( 0C 0C 0C 0C ) 00  
227 ITEM\_COUNTER: distance run  
228 ITEM\_ACTION: LD (IX+\$30),\$13  
229 LD (IX+\$2C),\$01  
230 LD (IX+\$1F),\$00  
231  
232 e5e5 is incremented each time either play runs along the ground - it goes at twice the speed if both players are running. when it reaches 256, it wraps around to 0, and e5e6 is incremented. if one player runs all the way across the bottom of the level about 15 times then there should be some running shoes on the next level  
233  
234 ITEM\_NUMBER: 4/04  
235 ITEM\_DESCRIPTION: clock -> ?  
236 ITEM\_DATA: E5E1 ( 0C 0C 0C 0C ) 00  
237 ITEM\_COUNTER: lightning bubbles popped  
238  
239 e5e1 is incremented whenever you pop a lightning bubble - get 12 of them for a clock on the next level  
240  
241 ITEM\_NUMBER: 5/05  
242 ITEM\_DESCRIPTION: bomb -> 10k (free) or 6k (bubbled) diamonds  
243 ITEM\_DATA: E5E2 ( 13 10 0A 0D ) 01  
244 ITEM\_COUNTER: fire bubbles popped  
245  
246 e5e2 is incremented whenever you pop a fire bubble - get 19/16/10/13 of them for a bomb on the next level  
247  
248 ITEM\_NUMBER: 6/06  
249 ITEM\_DESCRIPTION: orange umbrella -> skip 3 levels  
250 ITEM\_DATA: E5E3 ( 0F 0F 0F 0F ) 00  
251 ITEM\_COUNTER: water bubbles popped  
252  
253 ITEM\_NUMBER: 7/07  
254 ITEM\_DESCRIPTION: red umbrella -> skip 5 levels  
255 ITEM\_DATA: E5E3 ( 14 14 14 14 ) 00  
256 ITEM\_COUNTER: water bubbles popped  
257  
258 ITEM\_NUMBER: 8/08  
259 ITEM\_DESCRIPTION: purple umbrella -> skip 7 levels  
260 ITEM\_DATA: E5E3 ( 19 19 19 19 ) 00  
261 ITEM\_COUNTER: water bubbles popped  
262  
263 e5e3 is incremented whenever you pop a water bubble - even if there's already water on the screen and it seems like the bubble didn't do anything, it's still counted. get 15 of them for

an orange umbrella, 20 for a red one or 25 for a purple one

264  
265     ITEM\_NUMBER: 9/09  
266 ITEM\_DESCRIPTION: sunflower potion  
267     ITEM\_DATA: E5E7 ( 0F 0F 0F 0F ) 00  
268     ITEM\_COUNTER: wrap-arounds from bottom to top of screen  
269  
270     ITEM\_NUMBER: 10/0a  
271 ITEM\_DESCRIPTION: flower potion  
272     ITEM\_DATA: E5E7 ( 10 10 10 10 ) 00  
273     ITEM\_COUNTER: wrap-arounds from bottom to top of screen  
274  
275     ITEM\_NUMBER: 11/0b  
276 ITEM\_DESCRIPTION: clover potion  
277     ITEM\_DATA: E5E7 ( 11 11 11 11 ) 00  
278     ITEM\_COUNTER: wrap-arounds from bottom to top of screen  
279  
280     ITEM\_NUMBER: 12/0c  
281 ITEM\_DESCRIPTION: rainbow potion  
282     ITEM\_DATA: E5E7 ( 12 12 12 12 ) 00  
283     ITEM\_COUNTER: wrap-arounds from bottom to top of screen  
284  
285     ITEM\_NUMBER: 13/0d  
286 ITEM\_DESCRIPTION: musical potion  
287     ITEM\_DATA: E5E7 ( 13 13 13 13 ) 00  
288     ITEM\_COUNTER: wrap-arounds from bottom to top of screen  
289  
290 e5e7 is a counter of how many times either player has fallen from the bottom of the screen  
and appeared back on the top, as if by \*magic\*! If you do this enoght times, you get a  
potion - 15, 16, 17, 18 and 19-or-more times for the different types of potions  
291  
292     ITEM\_NUMBER: 14/0e  
293 ITEM\_DESCRIPTION: flashing heart - freezes monsters & makes you flash & go all invincible  
294     ITEM\_DATA: E5E8 ( 41 3C 32 37 ) 01  
295     ITEM\_COUNTER: dead-monster fruits eaten  
296  
297     ITEM\_NUMBER: 15/0f  
298 ITEM\_DESCRIPTION: blue ring - points for running  
299     ITEM\_DATA: E5E9 ( 03 03 03 03 ) 00  
300     ITEM\_COUNTER: 'fast bubbles' sweeties eaten  
301  
302     ITEM\_NUMBER: 16/10  
303 ITEM\_DESCRIPTION: purple ring - points for jumping  
304     ITEM\_DATA: E5EA ( 03 03 03 03 ) 00  
305     ITEM\_COUNTER: 'rapid-fire bubbles' sweeties eaten  
306  
307     ITEM\_NUMBER: 17/11  
308 ITEM\_DESCRIPTION: red ring - points for bubbles  
309     ITEM\_DATA: E5EB ( 03 03 03 03 ) 00  
310     ITEM\_COUNTER: 'long-range bubbles' sweeties eaten  
311  
312     ITEM\_NUMBER: 18/12  
313 ITEM\_DESCRIPTION: blue cross - drowns monsters in water  
314     ITEM\_DATA: E5F6 ( 0D 0C 0A 0B ) 01  
315     ITEM\_COUNTER: special items eaten  
316  
317     ITEM\_NUMBER: 19/13  
318 ITEM\_DESCRIPTION: yellow and red cross - lightning kills monsters  
319     ITEM\_DATA: E5F7 ( 10 0E 0A 0C ) 01  
320     ITEM\_COUNTER: special fruits eaten  
321

322 ITEM\_NUMBER: 20/14  
323 ITEM\_DESCRIPTION: red and orange cross - breath fireballs for 9k diamonds  
324 ITEM\_DATA: E5EE ( 07 06 04 05 ) 01  
325 ITEM\_COUNTER: monsters drowned by water bubble  
326  
327 ITEM\_NUMBER: 21/15  
328 ITEM\_DESCRIPTION: cyan teapot - same as items 0x10, 0x11 and 0x0f  
329 that's points for jumping, for bubbles and for running  
330 ITEM\_DATA: E5EF ( 05 05 05 05 ) 00  
331 ITEM\_COUNTER: times that p1 has joined a running game  
332  
333 ITEM\_NUMBER: 22/16  
334 ITEM\_DESCRIPTION: red teapot - same as items 0x10,11,0f,00,01,02  
335 that's points for jumping, for bubbles and for running  
336 and long-range, fast, rapid-fire bubbles  
337 ITEM\_DATA: E5F0 ( 05 05 05 05 ) 00  
338 ITEM\_COUNTER: times that p2 has joined a running game  
339  
340 ITEM\_NUMBER: 23/17  
341 ITEM\_DESCRIPTION: exploding purple teapot  
342 ITEM\_DATA: E5EC ( 02 02 01 01 ) 01  
343 ITEM\_COUNTER: umbrellas (items 6, 7 and 8) collected  
344  
345 ITEM\_NUMBER: 24/18  
346 ITEM\_DESCRIPTION: yellow teapot - same as items 0, 1 and 2  
347 that's long-range, fast, rapid-fire bubbles  
348 ITEM\_DATA: E5ED ( 04 03 01 02 ) 00  
349 ITEM\_COUNTER: clocks (item 4) collected  
350  
351 ITEM\_NUMBER: 25/19  
352 ITEM\_DESCRIPTION: book - shakes screen for 6/8k diamonds  
353 ITEM\_DATA: E5F3 ( 10 0E 0A 0C ) 01  
354 ITEM\_COUNTER: monsters killed by fire bubble  
355  
356 ITEM\_NUMBER: 26/1a  
357 ITEM\_DESCRIPTION: diamond necklace - flying stars -> 6k diamonds  
358 ITEM\_DATA: E5F4 ( 10 0E 0A 0C ) 01  
359 ITEM\_COUNTER: monsters killed by lightning bubble  
360  
361 ITEM\_NUMBER: 27/1b  
362 ITEM\_DESCRIPTION: red pearl necklace - give 10 free extend letters  
363 ITEM\_DATA: E5D9 ( 1E 19 0F 14 ) 00  
364 ITEM\_COUNTER: games started (2 player games count as 2)  
365  
366 ITEM\_NUMBER: 28/1c  
367 ITEM\_DESCRIPTION: purple? pearl necklace for bouncing thing -> 6k diamonds  
368 ITEM\_DATA: E5DA ( 1E 19 0F 14 ) 01  
369 ITEM\_COUNTER: levels started  
370  
371 ITEM\_NUMBER: 29/1d  
372 ITEM\_DESCRIPTION: fork -> flying vegetables for 6k diamonds  
373 ITEM\_DATA: F457 ( 01 01 01 01 ) 01  
374 ITEM\_COUNTER: entries of 'SEX' into high score table  
375  
376 ITEM\_NUMBER: 30/1e  
377 ITEM\_DESCRIPTION: purple treasure chest -> 80k diamond  
378 ITEM\_DATA: F458 ( 01 01 01 01 ) 00  
379 ITEM\_COUNTER: ??? no idea ???  
380  
381 ITEM\_NUMBER: 31/1f  
382 ITEM\_DESCRIPTION: pink/orange treasure chest -> 70k diamond



383 ITEM\_DATA: E601 ( 03 03 03 03 ) 00  
384 ITEM\_COUNTER: books (item 0x19) collected  
385  
386 ITEM\_NUMBER: 32/20  
387 ITEM\_DESCRIPTION: brown treasure chest -> 60k diamond  
388 ITEM\_DATA: E602 ( 03 03 03 03 ) 00  
389 ITEM\_COUNTER: exploding purple teapots (item 0x17) collected  
390  
391 ITEM\_NUMBER: 33/21  
392 ITEM\_DESCRIPTION: cyan treasure chest -> 50k diamond  
393 ITEM\_DATA: E600 ( 03 03 03 03 ) 00  
394 ITEM\_COUNTER: water crosses (item 0x12) collected  
395  
396 ITEM\_NUMBER: 34/22  
397 ITEM\_DESCRIPTION: grey treasure chest -> 40k diamond  
398 ITEM\_DATA: E5FF ( 03 03 03 03 ) 00  
399 ITEM\_COUNTER: yellow and red crosses (item 0x13) collected  
400  
401 ITEM\_NUMBER: 35/23  
402 ITEM\_DESCRIPTION: red/pink cane 30k pointy cake  
403 ITEM\_DATA: E5FD ( 03 03 03 03 ) 00  
404 ITEM\_COUNTER: 'D's collected  
405  
406 ITEM\_NUMBER: 36/24  
407 ITEM\_DESCRIPTION: red/brown cane 30k iced bun  
408 ITEM\_DATA: E5FC ( 03 03 03 03 ) 00  
409 ITEM\_COUNTER: 'N's collected  
410  
411 ITEM\_NUMBER: 37/25  
412 ITEM\_DESCRIPTION: red cane 20k melon  
413 ITEM\_DATA: E5FB ( 03 03 03 03 ) 00  
414 ITEM\_COUNTER: (middle) 'E's collected  
415  
416 ITEM\_NUMBER: 38/26  
417 ITEM\_DESCRIPTION: orange cane 10k apple  
418 ITEM\_DATA: E5FA ( 03 03 03 03 ) 00  
419 ITEM\_COUNTER: 'T's collected  
420  
421 ITEM\_NUMBER: 39/27  
422 ITEM\_DESCRIPTION: light brown cane 10k lolly  
423 ITEM\_DATA: E5F9 ( 03 03 03 03 ) 00  
424 ITEM\_COUNTER: 'X's collected  
425  
426 ITEM\_NUMBER: 40/28  
427 ITEM\_DESCRIPTION: cyan cane 10k double lolly  
428 ITEM\_DATA: E5F8 ( 03 03 03 03 ) 00  
429 ITEM\_COUNTER: (initial) 'E's collected  
430  
431 ITEM\_NUMBER: 41/29  
432 ITEM\_DESCRIPTION: bell  
433 ITEM\_DATA: E5FE ( 0E 0C 08 0A ) 00  
434 ITEM\_COUNTER: "hurry up!"s displayed  
435  
436 ITEM\_NUMBER: 42/2a  
437 ITEM\_DESCRIPTION: spider (turns bubbles into X's at end of level?)  
438 ITEM\_DATA: E604 ( 01 01 01 01 ) 00  
439 ITEM\_COUNTER: entries of 'TAK' into high score table  
440  
441 ITEM\_NUMBER: 43/2b  
442 ITEM\_DESCRIPTION: flamingo (turns bubbles into smiling turds at end of level?)  
443 ITEM\_DATA: E605 ( 01 01 01 01 ) 00

444 ITEM\_COUNTER: entries of 'STR' into high score table  
445  
446 ITEM\_NUMBER: 44/2c  
447 ITEM\_DESCRIPTION: lager (turns bubbles into pizzas at end of level?)  
448 ITEM\_DATA: E606 ( 01 01 01 01 ) 00  
449 ITEM\_COUNTER: entries of 'KTT' into high score table  
450  
451 ITEM\_NUMBER: 45/2d  
452 ITEM\_DESCRIPTION: knife for flying cakes/beer/etc and 6k diamonds)  
453 ITEM\_DATA: E607 ( 01 01 01 01 ) 01  
454 ITEM\_COUNTER: entries of '...' into high score table  
455  
456 ITEM\_NUMBER: 46/2e  
457 ITEM\_DESCRIPTION: crystal ball (special item come quicker next round  
458 (and forever?))  
459 ITEM\_DATA: E609 ( 01 01 01 01 ) 00  
460 ITEM\_COUNTER: ?? finishing level really quickly then getting nice fruit ??  
461  
462 ITEM\_NUMBER: 47/2f  
463 ITEM\_DESCRIPTION: pencil/cigar (makes next 3 special items be  
464 potions), and acts like item 0c, the rainbow potion  
465 ITEM\_DATA: E60A ( 01 01 01 01 ) 00  
466 ITEM\_COUNTER: started 777 levels  
467  
468 ITEM\_NUMBER: 48/30  
469 ITEM\_DESCRIPTION: skull (immediate 'hurry up')  
470 ITEM\_DATA: E611 ( 14 19 1E 1B ) 00  
471 ITEM\_COUNTER: times the skel has come (+2 more sometimes if he catches you)  
472  
473 ITEM\_NUMBER: 49/31  
474 ITEM\_DESCRIPTION: treasure room door to 20  
475 ITEM\_DATA: E60D ( 01 01 01 01 ) 00  
476 ITEM\_COUNTER: get to level 19 without loss of life  
477  
478 ITEM\_NUMBER: 50/32  
479 ITEM\_DESCRIPTION: treasure room door to 30  
480 ITEM\_DATA: E60E ( 01 01 01 01 ) 00  
481 ITEM\_COUNTER: get to level 29 without loss of life  
482  
483 ITEM\_NUMBER: 51/33  
484 ITEM\_DESCRIPTION: treasure room door to 40  
485 ITEM\_DATA: E60F ( 01 01 01 01 ) 00  
486 ITEM\_COUNTER: get to level 39 without loss of life  
487  
488 ITEM\_NUMBER: 52/34  
489 ITEM\_DESCRIPTION: warp to 70  
490 ITEM\_DATA: E610 ( 01 01 01 01 ) 00  
491 ITEM\_COUNTER: get to level 49 without loss of life  
492  
493 ITEM\_NUMBER: 53/35  
494 ITEM\_DESCRIPTION: coke (makes it rain coke cans? -> 6k diamonds) \*/  
495 ITEM\_DATA: E608 ( 01 01 01 01 ) 01  
496 ITEM\_COUNTER: entries of 'I.F', 'MTJ', 'NSO', 'KIM' or 'YSH' into  
497 high score table  
498  
499 ITEM\_NUMBER: 30/1e  
500 ITEM\_DESCRIPTION: purple treasure chest -> 80k diamond  
501 ITEM\_DATA: F458 ( 01 01 01 01 ) 00  
502 ITEM\_COUNTER: times level 100 is finished (happy or not)  
503  
504 POINTS ITEMS:

505  
 506 (the 'notes':  
 507 'umb' means the item may appear on the screen after you've got  
 508 an umbrella  
 509 'skel' means the item may appear if a skel appeared on the  
 510 previous level  
 511 'hurry' means the item may appear if the previous level told  
 512 you to 'hurry up', but no skel appeared.  
 513 the '1p time' and '2p time' columns are the values in address  
 514 f456 - use the 'mame -cheat' option to view this  
 515 address as you play

ID	score	description	notes			
517	00/0	10	green pepper			skel
518	01/1	20	aubergine	umb		skel
519	02/2	30	carrot			skel
520	03/3	40	onion			skel
521	04/4	50	beetroot	umb		skel
522	05/5	60	turnip			skel
523	06/6	70	parsnip			skel
524	07/7	80	marrow	umb		skel
525	08/8	90	pea pod			skel
526	09/9	100	mushroom			skel
527	0A/10	150	corn cob (lvl 35)	umb		hurry
528	0B/11	200	fried egg	hurry		
529	0C/12	250	red acorn thingy	hurry		
530	0D/13	300	apple	umb		hurry
531	0E/14	350	lemon	hurry		
532	0F/15	400	orange	hurry		
533	10/16	450	peach	umb		hurry
534	11/17	500	bananas	1p	2p	hurry
535	12/18	550	pear	time	time	hurry
536	13/19	600	watermelon	umb		hurry
537	14/20	650	single brown lolly (lvl 15)		1D	27
538	15/21	700	double blue lolly		1C	26
539	16/22	750	pink pudding (lvl 5)	umb	1B	25
540	17/23	800	yellow pudding		1A	24
541	18/24	850	green pudding		19	23
542	19/25	900	green and brown pudding (lvl 40)	umb	18	22
543	1A/26	950	simple white ice cream cone		17	21
544	1B/27	1,000	double scoop ice cream cone		16	20
545	1C/28	1,000	donut (lvl 25)	umb	15	1F
546	1D/29	1,000	french fries		14	1E
547	1E/30	2,000	sausage on a stick		13	1D
548	1F/31	2,000	creme caramel		12	1C
549	20/32	2,000	burger	umb	11	1B
550	21/33	2,000	slice of cake (triangular)		10	1A
551	22/34	3,000	cupcake (blobby)		0F	19
552	23/35	3,000	chicken leg	umb	0E	18
553	24/36	3,000	purple martini		0D	17
554	25/37	3,000	some variety of sushi?		0C	16
555	26/38	4,000	pinkish sweet (lvl 50)	umb	0B	15
556	27/39	4,000	(brown or red?) eskimo pie		0A	14
557	28/40	4,000	(brown or red?) eskimo pie		09	13
558	29/41	4,000	mug of lager (lvl 45)	umb	08	12
559	2A/42	5,000	purple crystals		07	11
560	2B/43	5,000	purple jewel		06	10
561	2C/44	5,000	yellow butterfly	umb	05	0F
562	2D/45	5,000	blue crystals		04	0E
563	2E/46	6,000	blue jewel		03	0D
564	2F/47	6,000	necklace with purple pendant	umb	02	0C
565	30/48	6,000	purple shell		01	0B

566	31/49	7,000	red jewel	00	0A	
567	32/50	7,000	necklace with blue pendant			09
568	33/51	7,000	bowl of rice		08	
569	34/52	8,000	necklace with red pendant			07
570	35/53	8,000	dinner	06		
571	36/54	8,000	red crown, blue gems, no cross			05
572	37/55	8,000	red crown, blue gems, red cross			04
573	38/56	9,000	cyan crown, red gems, no cross			03
574	39/57	9,000	blue crown, red gems, cyan cross			02
575	3A/58	10,000	gold crown, red gems, no cross			01
576	3B/59	10,000	gold crown, red gems, white cross			00

577

578

579 Version History

580 Bubble Bobble FAQ Version 2.1 (19/02/98)

581 Bubble Bobble FAQ Version 2.2 (19/05/2005)

582 Bubble Bobble FAQ Version 2.2 (12/03/2024)