



GAME MANUAL

BUBBLE BOBBLE

REMASTERED V1.0

INTRODUCTION

Bubble Bobble Remastered is a fan-made passion project: a radical enhancement of the Commodore 64 version of Taito's arcade classic.

Originally developed by Software Creations in 1987, the brilliant C64 port now returns as a fan-made mod with fully redrawn graphics and stylistic updates, designed to close the gap with the arcade original and make it shine on modern displays. Also included are fan-requested quality-of-life improvements to make the experience even more enjoyable today.

And hey, if this reinterpretation doesn't match your personal taste, no worries: the original game is still there, ready to deliver its classic magic. But our hope is that this version gives both new and veteran players a chance to enjoy a great classic with renewed energy — almost like peeking into an alternate past where the original team had a little more time and resources to bring the C64 closer to the arcade.



C64 REMASTERED



ARCADE



C64 ORIGINAL



KEY IMPROVEMENTS

- **Completely Redesigned Graphics**

- Bub, Bob, enemies, the final boss... everybody got a full makeover: redrawn and animated pixel by pixel, straight from the arcade original!
- Most levels have been completely redesigned; the rest got a nice polish or color tweak. Some even proudly strut in 3 colors instead of just 2!
- Food and bonus items are 100% juicier and some even got swapped out for fresher ones!
- “Pon” is back when you pop bubbles (because yes, it matters)!
- And the font? 100% Taito arcade approved!

- **Miscellaneous Fixes and Improvements**

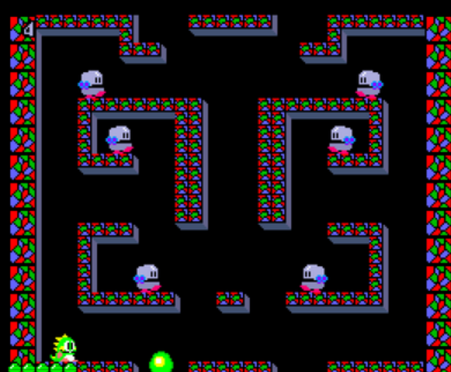
- Popped enemies drop the right goodies (yes, peaches and grapes!).
- Secret Doors and Teleport Doors each have their own graphics now.
- Fixed several inaccuracies (potions, bombs making the screen flash green, big and small diamonds colors not matching...).
- ...And more!

- **Continue System Fix**

- Forget the old split-second continue! Now you can press the button anytime after Game Over — credits permitting.

- **New Intro**

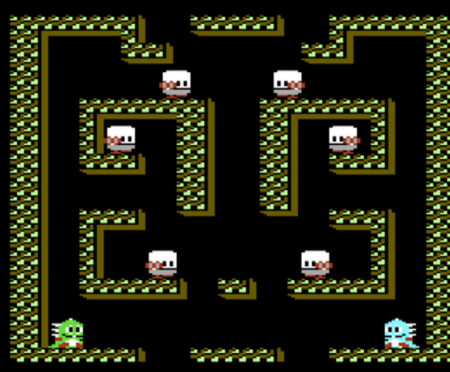
- A beautiful fan-made loading picture kicks things off in style.
- A brand new rendition of the iconic arcade tune to get you in the mood.



ARCADE



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CONTROLS

Left or **Right** = walk

Up = jump

Button = fire a bubble.

Keep button pressed to shoot bubbles repeatedly.

KEYS

1 or **2** = start a 1 or 2 player game

Commodore Key = pause

Q = quit to the home screen



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CHEAT

Did you know?

You can activate the Super Mode by holding down the following keys at the same time at the title screen (the one with the Credits):

S, U, P, O, R, Commodore Key

If done correctly, the border of the screen will briefly flash red, then the home screen will appear. Start the game the usual way, but be prepared for stronger enemies right off the bat!



CREDITS

BUBBLE BOBBLE REMASTERED TEAM

Graphics & Coordination: Davide Bottino

Hacking & Tools: Victor Widell

Intro screen: Simon Marson

Intro music: Aldo Chiummo

Intro code: Antonio Savona

ORIGINAL C64 VERSION TEAM (1987)

Coding: Stephen Ruddy

Graphics: Andrew R. Threlfall

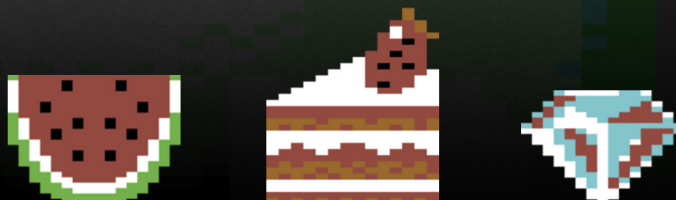
Music: Peter Clarke

SPECIAL THANKS

Aldo Chiummo, Antonio Savona, David Simmons, Simon Marson,
Luca Antignano, Daniel Hotop, Vinny Mainolfi, Andreas Larsson

...and everybody who donated or supported the project in any way!

You are the best!



AFTERWORD

BY DAVIDE BOTTINO



“The C64 version was my first encounter with Bubble Bobble, and it's with this version that I built some of my fondest memories. I was 11 years old when, at a friend's house, I first saw that little bootleg cassette titled Bolle Bolle. **It was love at first sight:** lively graphics, quirky characters, tons of bonuses and power-ups, cheerful music that stuck in your head, and stellar gameplay. Every run felt like an epic adventure, with hours flying by in the delightful yet desperate attempt to clear all 100 levels.

I had to rush and get myself an original copy.

Years later, I stumbled upon the fabled arcade cabinet. It was a revelation. The game was more frantic, with a bonus system that responded almost magically to the player's actions. The C64 version remains an **incredible technical achievement** — a solid recreation of the arcade original and an **excellent game** for our beloved breadbin, still enjoyable to this day.

However, to be fair, it's not a “perfect” port by any stretch. The simplified mechanics mean that the spirit of the arcade original didn't fully carry over, and while the graphics are overall very nice, they could have been more faithfully adapted. Even the player characters could use a slight speed boost.

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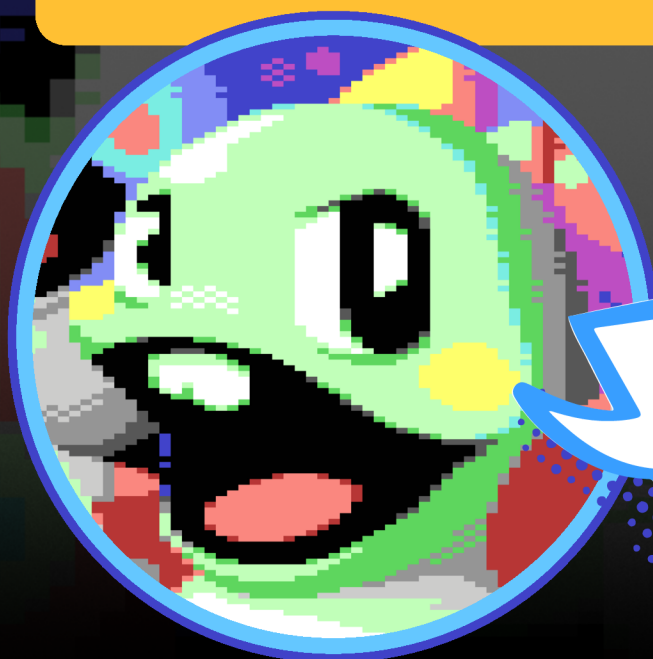
“ That’s why Bubble Bobble C64 Remastered was born. My goal was to **bridge the aesthetic and stylistic gap with the original**, giving it a refreshed, vibrant look — both visually and in audio. A new take on this timeless classic, bringing it renewed energy and **making it shine like never before**.

At the very start of this journey, I was fortunate enough to come across Victor Widell, a fellow C64 Bubble Bobble enthusiast who had already made significant progress in understanding Stephen Ruddy’s brilliant code. Without Victor’s relentless hacking efforts, this project would never have seen the light of day!

Fast forward a few months, and here it is: version 1.0!

What does the future hold? **Two-button controls** are the main goal for version 1.1. After that, with a bit of luck — and the help of passionate, talented sceners (if you’re listening, get in touch!) — we might eventually bring in the **fantastic new soundtrack** by Aldo Chiummo, and maybe even enhance the game under the hood. That would truly be the ultimate dream.

If there’s one thing Bubble Bobble taught me as a kid, it’s that teamwork always leads to the best things.

”

Have fun!





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daves-retro-forge.itch.io/bubble-bobble-c64-remastered

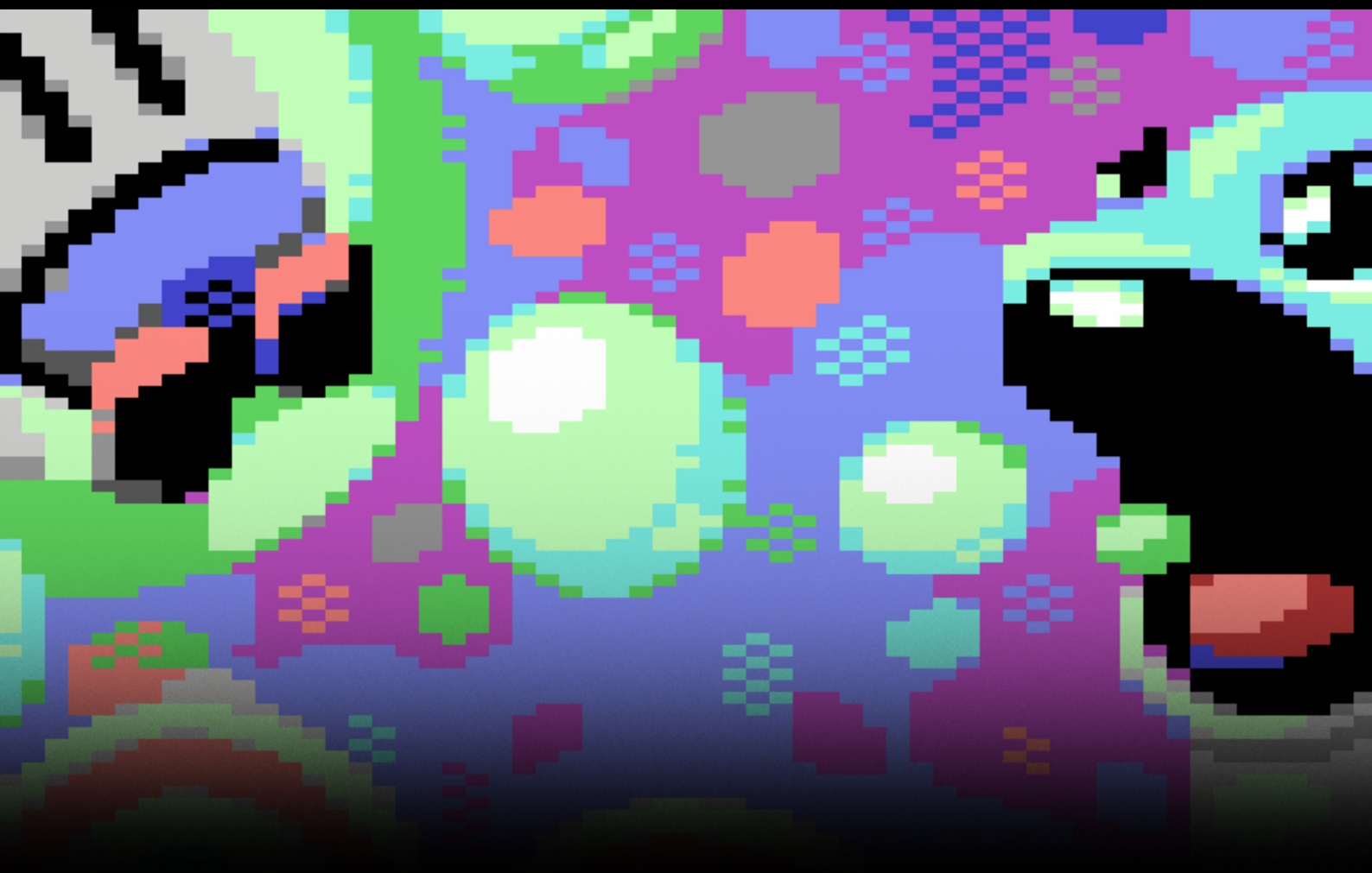


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DISCLAIMER

This project has been created in good faith and with the utmost respect for Taito and their work. It is an unofficial hack of the existing official Commodore 64 port from 1987, with the goal of enhancing and celebrating a video game classic while preserving the spirit of the original game. The project is entirely free of charge and is not for profit. It has not been created or authorized by Taito and does not intend to infringe upon any intellectual property rights. It is a tribute to the game and its cultural legacy.



Dave's RETRO FORGE

daves-retro-forge.itch.io