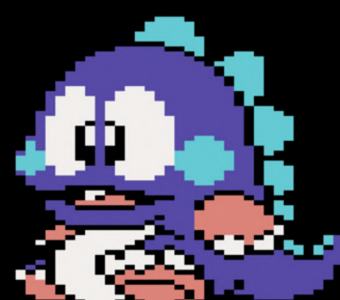




# GAME MANUAL



Dave's  
RETRO  
FORGE



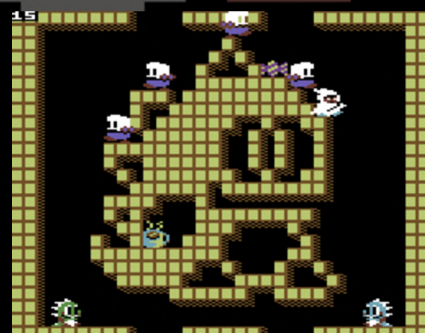


## INTRODUCTION

**For the first time in 39 years, Bubble Bobble on Commodore 64 receives a true spiritual sequel**

Bubble Bobble: Lost Cave brings the legendary fan-made arcade hack Lost Cave from 2012 to the C64, featuring 100 brand-new levels originally designed by TAITO as extra content for the console versions — now carefully adapted for Commodore's beloved 8-bit machine.

Built upon the technical foundations of Bubble Bobble Remastered, this project represents its natural evolution and completion. Thanks to extensive reverse engineering and custom tools developed internally, it finally became possible to recreate Lost Cave on C64 with a level of accuracy and respect that was previously unattainable.





# A NEW ADVENTURE BEGINS!

## Fresh Arcade-like Experience

- 100 new levels from TAITO's console ports of Bubble Bobble, faithfully adapted to the C64 engine
- Level layouts recreated with arcade accuracy in mind
- Carefully reproduced bubble airflow patterns within C64 memory limits
- Gameplay adjustments to better fit the C64 game engine
- Selected new bonus items straight from the original console versions
- Optional Two-Button Controls (jump on Button 2), just like the arcade
- Updated visuals, fully consistent with Bubble Bobble Remastered



# CONTROLS

**Button 1** on Joystick in port 2

= Start a 1-player game

**Left** or **Right** = Walk

**Button 1** = Fire a bubble

**Button 1** on Joystick in port 1

= Start a 2-player game

**Button 2** or **Up** = Jump

Joypad owners should start a game with **Button 2**  
instead, doing this will deactivate Up to Jump  
and leave Jump to Button 2 only

Keep buttons pressed to  
Shoot or Jump repeatedly

## KEYS

**Commodore Key** = Pause

**Q** = Quit to the home screen





# 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!



ARCADE



C64 REMASTERED



C64 ORIGINAL

# CREDITS

## LOST CAVE C64 TEAM (2025)

Graphics, Levels & Coordination: Davide Bottino

Rev. Engineering, Coding & Editor: Victor Widell

Intro Music & Bonus Soundtrack: Aldo Chiummo

Intro Code: Antonio Savona

2-Button Control Mod: Salvo Cristaldi

## LOST CAVE ARCADE TEAM (2012)

Bisboch & Aladar

## BUBBLE BOBBLE C64 TEAM (1987)

Coding: Stephen Ruddy

Graphics: Andrew R. Threlfall

Music: Peter Clarke

## SPECIAL THANKS

Andrea Babich, Salvo Cristaldi, Antonio Savona

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

**You are the best!**

# DESIGNER SPEAKS

BY ANDREA "EISEBOCH" EABICH

**Aladar and I developed the arcade version of Lost Cave as the ultimate love letter to Bubble Bobble.**

Back in 2012, we took the various unique levels from the console and handheld Taito ports (NES, Game Boy, Master System, Game Boy Color) and injected them into the original coin-op.

The result was a set of somehow new 100 official Taito levels for the arcade, carefully tuned and tweaked to feel like a consistent, brand-new game experience. We never expected to receive so much love in return: **gamers around the world embraced it**, installed it on real arcade PCBs to play it in their cabinets, and even MAME officially supported Lost Cave—despite it being, technically, a hack.

Of all the flattering homages Lost Cave received over the years, the one that truly melted my heart was seeing it converted to the Commodore 64, thanks to the invaluable work of Davide and his team. After all, **my love for Bubble Bobble blossomed on the C64!** Davide had already done a wonderful visual remaster of the original Firebird C64 port and was eager to add more development and magic by bringing Lost Cave to the platform as well. I merely provided assets and information; the rest was his painstaking work, recreating all 100 Lost Cave levels and even updating the graphics to include the new bonuses I had added.

Does it play differently from the arcade? Of course it does—just like Bubble Bobble itself does on the C64. But that difference feels refreshing. It's like going back to square one, to a tiny bedroom where we first discovered we could be passionate about this strange new thing called "videogames." All this while my everyday job is designing levels for modern games... I see a pattern here. Have fun!

# CODER SPEAKS

BY VICTOR WIDELL

I originally approached Bubble Bobble on the C64 as a learning exercise. I had tried writing my own game, but 6502 assembly was still a bit beyond what I could comfortably handle at the time, so I decided to reverse-engineer something I already knew and loved instead.

**As a child, Bubble Bobble had left a strong impression on me,** and my initial goal was simply to see if I could decode some of its data, starting with the character and item sprites. That process turned out to be both challenging and deeply rewarding. Once I managed to decode the level layouts as well, the idea of building a level editor — and writing modified data back into the game — naturally followed.

The collaboration with Davide began after I published a blog post about decoding the wind data. His goal was to push the C64 version visually closer to the arcade original, so I focused on building tools rather than content. **I developed an editor** that allowed him to export, redraw, and re-import graphics directly into the game.

One of the trickiest aspects of the C64 version is that power-ups must share colors with the level they appear in. To address this, the tools allowed char-based items to be previewed using the color palettes of all 100 levels, making informed artistic decisions possible.

Davide's enthusiasm, artistic vision, and relentless drive pushed the project far beyond what I had originally imagined. What started as a personal learning exercise ultimately became the foundation that made both **Bubble Bobble Remastered** — and now **Lost Cave** — possible on the Commodore 64.



# AFTERWORD

BY DAVIDE BOTTINO



The **idea of converting Lost Cave to the C64** came to me in early February 2025. Almost a year later, after a great deal of passionate and at times brain-twisting work, that idea has become a reality.

At the time, coder Victor Widell was already reverse-engineering Bubble Bobble on the C64 with the goal of creating his own original levels. He joined me early in the project and went on to develop a powerful editor capable of handling both graphics and gameplay.

Thanks to this tool, I was able first to create Bubble Bobble Remastered, and later to tackle a much more ambitious challenge: bringing Lost Cave to the C64.

With **Bubble Bobble on the C64 approaching its 40th anniversary**, I hope **Remastered** and **Lost Cave** stand as proof of how deeply this extraordinary game is still loved today. Now it's time to play — I hope you enjoy the adventure.



Have fun!



# GET THE LATEST VERSION

[daves-retro-forge.itch.io/bubble-bobble-lost-cave-c64](https://daves-retro-forge.itch.io/bubble-bobble-lost-cave-c64)



# JOIN THE CONVERSATION

[facebook.com/davesretroforge](https://facebook.com/davesretroforge)

## 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](https://daves-retro-forge.itch.io)

