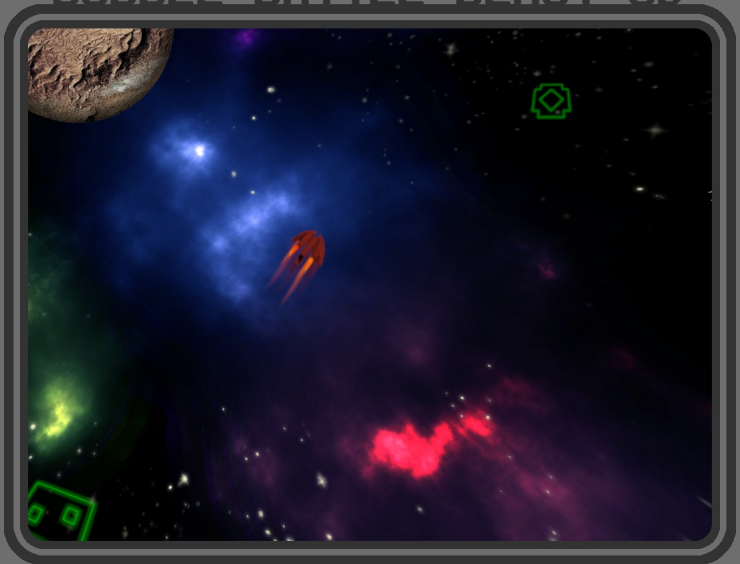


# BUBBLE BATTLE BLAST 3D



# INSTRUCTION MANUAL



A STRUGGLE FOR FREEDOM HAS DRAGGED ON ACROSS THE GALAXY FOR AGES.

ONE BRAVE SOUL AFTER ANOTHER HAS BATTLED THEIR WAY THROUGH THE BUBBLE ARENAS, SEARCHING FOR L4-CZ4R TO DESTROY IT AND FREE THE OCCUPIED PLANETS FROM ITS CONTROL.

IF YOU ARE DESTINED TO BE THE ONE WHO DEFEATS L4-CZ4R YOU MUST DEFEND YOURSELF FROM THE ARENA GUARDS AND UTILIZE THE SHIP UPGRADES HELD WITHIN SOME BUBBLES FOUND IN THE ARENAS.









# ITEMS



**BANANATOMIC SPLIT -**  
TEMPORARILY SPLITS LASER  
INTO THREE LASERS

**SPIKY SHIP - OBJECTS**  
THAT TOUCH YOUR SHIP  
TAKE DAMAGE



**CHONKY BEEMZ - LASERS**  
TEMPORARILY GET BIGGER  
AND STRONGER

**REGULAR CANNON - SHOOTS  
ONE CANNONBALL**



**JUG O TURBO - TEMPORARILY  
INCREASES FLIGHT SPEED**

**BOMB - DROPS FROM A REAR  
HATCH AND EXPLODES AFTER 2  
SECONDS, YOU CAN HOLD UP  
TO 3 BOMBS**



**PUFFERFISH - OBJECTS  
THAT TOUCH YOUR SHIP  
TEMPORARILY TAKE  
INCREASED DAMAGE**

INFECTED LASERS -  
OCCASIONALLY SHOOT A  
LASER WHICH DEALS  
CONTINUOUS DAMAGE FOR A  
SHORT TIME



COMPASS - PERMANENTLY  
SHOWS ALL BUBBLES AND  
ITEMS ON MINI MAP

HACKING TERMINAL - SCRAMBLE  
ENEMY EQUIPMENT TO HIDE  
YOUR LOCATION AND SEND  
ENEMY TO RANDOM BUBBLES



TURRET - DROPS A TURRET WHICH WILL CONTINUOUSLY SHOOT AT ENEMY FOR A PERIOD OF TIME

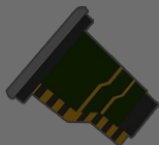


METAL ARMOR - PERMANENTLY REDUCE DAMAGE TO YOUR SHIP BY 20%

GOLD ARMOR - TEMPORARILY PREVENT YOUR SHIP FROM TAKING ANY DAMAGE



TECH UPGRADE - ENABLE A ZOOM CAM FOR A SHORT PERIOD OF TIME



**COSMIC CRAPPER - USES  
BLACK HOLE TECHNOLOGY TO  
FLUSH YOUR ENEMY AND  
DRAIN THEIR HEALTH**



**LIL FIXER - ROBO-MECHANIC  
SPENDS THE REMAINDER OF  
THE LEVEL REPAIRING YOUR  
SHIP**

**REPAIR KIT - WILL RESTORE  
YOUR SHIP TO TIP-TOP  
CONDITION**





L4-CZ4R IS MOST VULNERABLE TO YOUR ATTACKS WHILE ATTACKING YOU.

WHILE FLYING, L4-CZ4R IS DIFFICULT TO HIT.

THE HEAL PHASE BEGINS WHEN L4-CZ4R SURROUNDS ITSELF WITH BUBBLES AND A WARM AURA. YOUR ATTACKS WILL DO NOTHING.

