



**Game Guide**

Version 1.01 / April 18, 2006

**littlebig™**  
mobile entertainment

Copyright © 2006 Gary Duke. All rights reserved.

[WWW.LITTLEBIG.CA](http://WWW.LITTLEBIG.CA)

**Table of contents:**

Introduction .....3  
Backstory .....3  
System requirements .....4  
Installation .....4  
Lets get started!.....5  
Gameplay .....9  
Future enhancements ..... 17  
Info/Credits ..... 18  
A little blurb about the littlebig mobile entertainment brand ..... 19  
A little bit more legals ..... 19  
Website ..... 19  
Purchasing the game ..... 19  
Media Inquiries ..... 19

## ***Introduction***

This is not another match-three puzzle game, mini golf game, poker game, fight game or first person shooter.

Gary Duke, founder of littlebig mobile entertainment, decided to create the type of a game he wishes was out in the smartphone or PDA marketplace, but could not find anywhere:

A quest-based, *Bite Size Epic*<sup>™</sup> action game with **original** arcade style action, full cutscene story scenes (with original, compelling characters) throughout, and not just shown at the beginning of the game. It should offer a good level of variety and creativity between levels, yet be playable to completion in about the same time allotted by a wait in line at the bank, a coffee break or any other 5 to 10 minute time period as conducive to the use of mobile devices.

This product, Bubble Ship Boy is an original game with simple, 80's inspired arcade gameplay, full screen cut scene stills woven throughout, and modern graphics. Once the required playing skills have been attained, the entire action quest can be played to completion in about 6 minutes! It was developed with a modest, 4-digit budget and a visionary ideal.

It is designed for play on mobile devices, such as the PalmOne Treo650 smartphone or Tungsten line of Palm PDAs.

Unlike games not created or designed specifically for mobile, Bubble Ship Boy is a Bite Size Epic<sup>™</sup> adventure quest designed to be played out in a matter of minutes, not hours. As such, it excels at providing a concentrated gaming experience, whenever you happen to have a few minutes to spare.

Save the world of Velition. Travel through water, sky, space and infiltrate the enemy spaceship. Follow the quest to the end. Then get on with your busy day.

## ***Backstory***

In Bubble Ship Boy, you play the role of n-droo, an alien from the planet Velition who unwittingly finds himself alone and on the trail of Deek Furple.

Deek Furple, n-droo's main adversary in the game, is a mischievous purple alien boy who can't accept the shame that defeat in the intergalactic Dodgesphere championships brought upon him.

Unbeknownst to n-droo, Deek has launched a campaign to unleash his anger on planet Velition. Seeking to power this ambitious attack, he has managed to hack into a heavily guarded UKR (Universal Knowledge Recepticle) and has located "The Auras"—ancient artifacts buried here, on our planet Earth, at the bottom of the Pacific Ocean.

Meanwhile, The Guardian—one of the keepers of the Virgo Supercluster, which includes our galaxy as well as those of n-droo and Deek—has alerted n-droo and his fellow Velitionites to the possibility that the powerful Auras could be sinisterly misused by their captor against Velition and her inhabitants.

### ***System requirements***

Any PalmOne PDA or Smartphone (e.g. Treo 650) with:

- At least 320x320 resolution
- Color screen
- OS 5.x or higher

This game has been tested on Tungsten series handhelds. It should also run on the Treo 650 smartphone, but not on the Treo 600 (as the screen is only 160x160 on the 600).

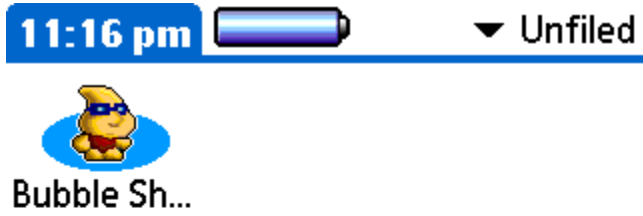
### ***Installation***

Assuming Palm Desktop for Windows or Palm Desktop for Macintosh software (ships with the unit, or available at [palmone.com](http://palmone.com)) has been installed:

- Simply double-click on the BubbleShipBoy.PRC file included in the distribution

***Lets get started!***

After installation, locate and tap on the Bubble Ship Boy icon:



The little big logo appears, and remains on-screen for a few seconds.



<http://www.littlebig.ca>

This is the main menu:



To start playing right away, choose Game A or Game B.

**Game A:** This mode of play offers less opponents, both in variety and number. If you are not usually very good at arcade games, this is a good place to start.

**Game B:** This is the "standard" game mode, and offers a greater variety and number of opponents. Choose this mode if you want to dive in to all the action 😊

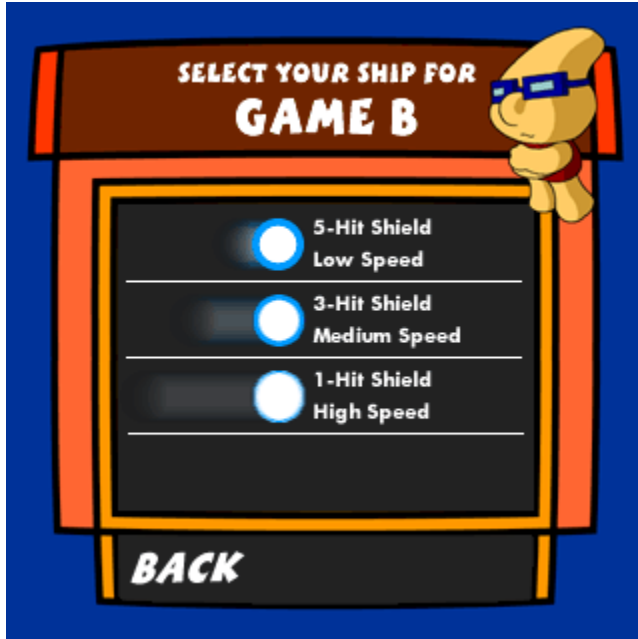
**Different game endings:** Note that there are two different story endings! One for Game A, and a slightly cooler ending for Game B! Try finishing the game in both play modes to view both endings.

**Note on Options:** This version of the game may include some cheat modes in the "Options" menu—namely starting at level 2, 3 or 4, and enabling invincibility. When cheats are in use, the normal cutscenes before each level will still be shown, but the final closing scenes for each game mode won't be shown (there needs to be some reward for those that want to play fair sometimes 😊)

**Levels:** There are four levels, Ocean, Sky, Space and Deek Furple's ship.

**Note:** Since there are two game modes, **Game A** and **Game B**, as well as three ship speed/shield configurations, there are essentially six ways to traverse the game... try your hand at them all!

Once you have chosen either Game A or Game B, you'll be presented with this screen:



There are three different bubble scout ships to play the game with.

**5-hit shield/Low Speed** – Possibly the easiest mode to play with, because you can be hit up to five times before your shield gives out.

**3-hit shield/Medium Speed** – faster movement around the screen, but after you get hit 3 times, your shield is gone.

**1-hit shield/High Speed** – fastest movement around the screen, but watch out—after 1 hit, your shield is gone, and your game will be over on the next hit (unless you repair the shield with a power up of course!)

After choosing a ship type, press the Start button, which will appear in the lower right corner once a ship type is tapped.

The game then begins with some introductory cut scenes:



(an image from the opening cutscene)

The game is filled with series of some sweet, campy cutscenes. They appear before each level 1, 2, 3 and 4, and also at the end of a game.



(one of my favourite scenes)

## Gameplay

The game begins on Level 1, at the bottom of the ocean. n-droo's adversary for the game, Deek Furple, can be seen floating upwards with the stolen auras! Billy has just dropped down inside his scout ship, completely surprised, and worse, completely unarmed against the creatures of earth that Deek has used the Auras to mutate!



You, as n-droo, must use the stylus to slide gracefully around the screen, avoiding the deadly laser beam of opponents which will fire at you (e.g. the mechanical red fish) and avoiding hitting those that don't fire, but which cause damage when touched (e.g. the green electric eel).

To collect power ups and interact with other items, simply hover over them.

**Hint:** n-droo can't be harmed by hovering over enemies that fire (e.g. mechanical red fish), only by their laser beams. Of course, stay away from enemies that don't fire.

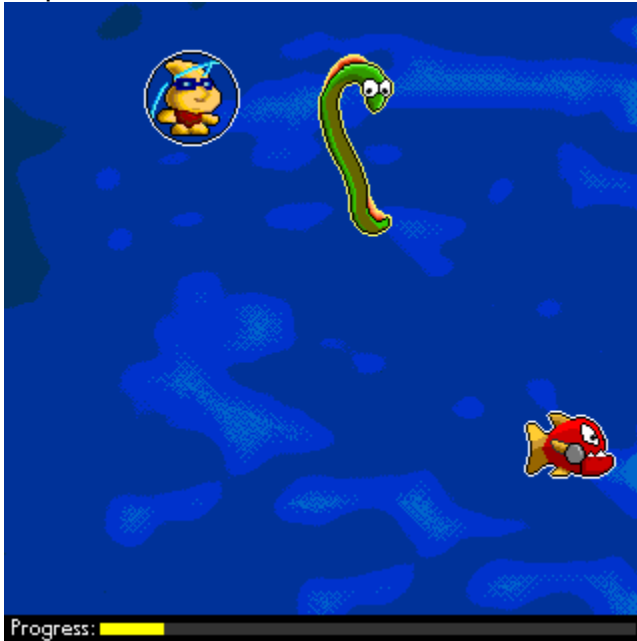
You must head upwards to the top of each level while avoiding collision. Do this by sliding your stylus to the upper half of the screen.

**Hint:** To avoid being hit by laser beams, try to stay behind enemies that fire rather than in front of them.

**Hint:** It is possible for the laser beam of a firing opponent to miss you if the opponent's speed is high and you cross paths in opposite vertical directions

### Hits to your shield:

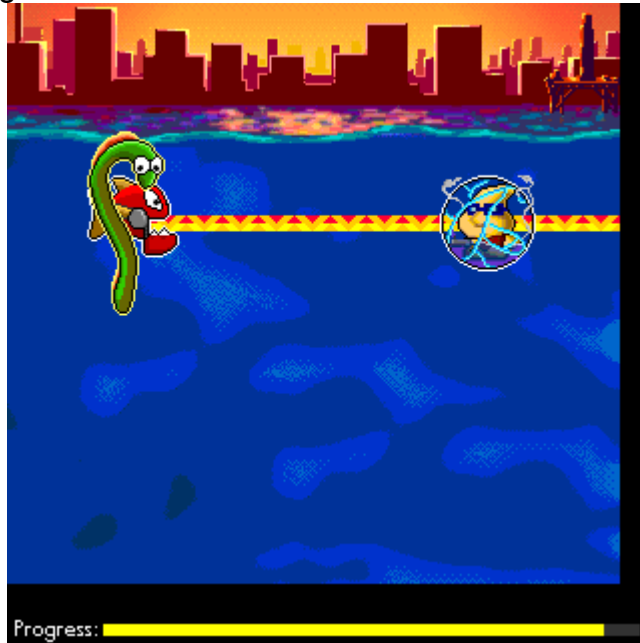
When you have been hit, but the number of shield hits you've taken since the game start or the last shield repair is lower than the maximum hits your shield can take (less than 3, or 5 hits – for the 1-hit shield, there is no intermediate stage), n-droo will appear with a few shield cracks in the upper part of his scout ship:



When you have been hit, and now the shield cannot take any more damage, n-droo will appear like this, with added shield cracks in the middle of the scout ship:



After this point, having reached the maximum shield defenses, the next hit to n-droo will penetrate the scout ship, forcing n-droo to call for help, and ending the game:



## Powerups:

Along your journey, mystery power-ups will appear as red, treasure chest shaped icons with a question mark:



Hover over these to collect various power ups (the name of the power up awarded will be announced by the scout ship's voice and its name will display):



**Shield Restored:** Restores shield completely

**Supercharge:** Increases your rate of ascent

**Jammer:** Slows down your opponents significantly, also jamming their ability to fire

### Background animations:

Background eye candy, such as giant blue fish, bubbles, or flying birds are there for amusement only and don't worry- they won't harm you if you are hovering over them 😊



### Level One:

Make it to the top of the ocean.

You've already seen many screen shots from this level, but here's another!

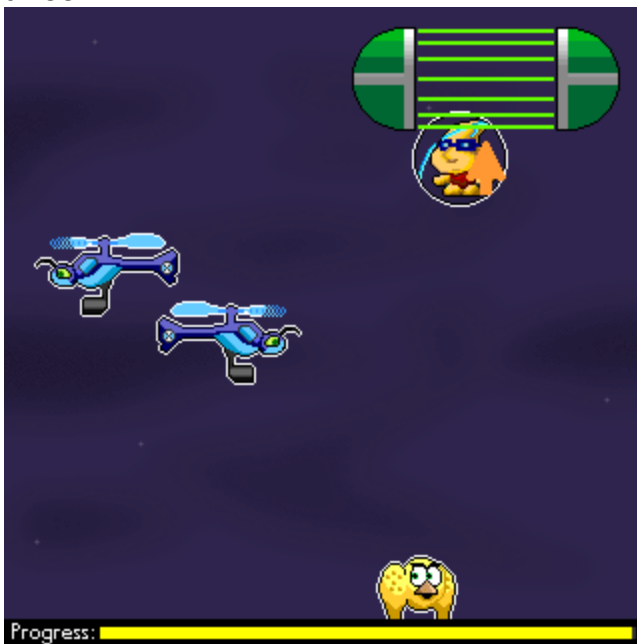


## Level Two:

On Game B, there will be two firing enemies. Keep your wits about you. It's tough to avoid both, but not impossible at all.



At the top of level two, there will be a space catapult, known as a gravipult, waiting to hurl you into space. You must enter the middle of it to proceed to level three:



### Level Three:

This level mixes it up a bit, with the addition of mutant meteors that keep cycling in and out of the foreground. In the shot below, the meteor near the top left is in the foreground and will cause damage to your scout ship:



The other mutant meteors, in the background with the darker colouring, will not cause damage until they cycle to the foreground! We think it's really neat!

But beware—don't be too lazy to maneuver out of harm's way when a background-lurking meteor is underneath you:



## Level four:

This level is just super-fun. Here there's another added twist to the gameplay: you must collect "energy stars" that are emitted by the orb-imprison auras due to The Guardian's influence. These stars fly out of the auras and you must pick up ten of them as you ascend higher into Deek Furple's spaceship.

In the screenshot below, a star is pictured at the right-hand side of the screen, along with four hovering orbs containing the aura's energy.



Unlike the Progress area on levels one through three, which was a fuel gauge, the Progress area for level four changes to a series of ten slots, indicating how many energy stars have been collected.

Once you have collected ten stars, an alarm will sound and you'll have to hurry to the top of Deek's ship to disarm his dastardly mission of vengeance by hovering over the appropriate computer terminal (you'll see it once you're there) -- we can't show you *everything* 😊

## ***Future enhancements***

Currently, as in games of old, like the mighty Karateka, there is no score—just a great feeling of satisfaction at finishing the game and bring the story to a happy ending!

Nevertheless, planned enhancements include some quantifying assessment at the end of a successful mission such as percent of time spent ascending (as opposed to not ascending ☺), times hit (point deduction), and amount of surplus energy stars (beyond the necessary ten) collected on level four before completing the level.

Gradations to volume, in-game help, and in-game credits will also be applied soon, among other enhancements.

## ***Info/Credits***

**(text that will eventually be included in the Credits option in the game)**

Dear Player,

This is the first game from littlebig, makers of original, bite size epics to enjoy amidst your daily hustle and bustle. Yes, we said original. This isn't a carry-over version of some other game. It was birthed especially for Palm Powered smartphones and PDAs. We hope you enjoy playing it. Visit us at [www.littlebig.ca](http://www.littlebig.ca)

Copyrights and Trademarks

This game, including its characters Bubble Ship Boy, n-droo, Deek Furple, the MRRF (Mean Red Robotic Fish) and The Guardian; littlebig mobile entertainment, the littlebig mobile entertainment logo; in-game text and captions; Bite Size Epic; marketing and documentation materials-- all of these items mentioned above are copyrights and/or trademarks of Gary Duke (d.b.a. littlebig mobile entertainment).

Ground-level Credits (more than you ever wanted to know?)

Original Gameplay  
Game Concept and Design  
Art Direction  
Graphic Design and UI  
Graphics Post (sprites, cutscenes, and all else)  
Sound Effects and Audio Post  
Quality Assurance  
Copy writing (Cutscene dialogue, Menus, Manual)  
Programming  
Marketing  
--**Gary Duke**

Storyboards  
Cutscene art  
Lovely main menu character montage  
--**Ian Mack**

Sprite Art  
Storyline  
Character Design  
--**Ian Mack & Gary Duke**

Level Backgrounds  
--**Miguel Sternberg, Ian Mack & Gary Duke**

Voice of Bubble ship computer  
--**Jodi Paige**

Testers  
--**Aurete Lavie, Samantha Duke, Bryce Wilson, Joe Stadolnik**

Thanks To  
--**Our Families, J. Dewey, Ari Feldman, and the Palm and Game Development Community**

## ***A little blurb about the littlebig mobile entertainment brand***

With the introduction of Bubble Ship Boy, littlebig mobile entertainment stands behind its mandate—

To produce family-friendly mobile entertainment, suitable for all ages, with daringly original, concentrated gameplay, entertaining characters and constant cutscenes to give players the motivation to complete the game quest.

## ***A little bit more legals***

This game, including its characters Bubble Ship Boy, n-droo, Deek Furple, the MRRF (Mean Red Robotic Fish) and The Guardian; littlebig mobile entertainment, the littlebig mobile entertainment logo; in-game text and captions; Bite Size Epic; marketing and documentation materials-- all of these items mentioned above are copyrights and/or trademarks of Gary Duke (d.b.a. littlebig mobile entertainment).

Please read and agree to the Software License Agreement before installing the software.

I hope this goes without saying, but **PLEASE DO NOT DISTRIBUTE OR SELL THIS SOFTWARE WITHOUT EXPRESS WRITTEN PERMISSION FROM THE AUTHOR.**

## ***Website***

Please visit [www.littlebig.ca](http://www.littlebig.ca) for information on **Bubble Ship Boy** from **littlebig mobile entertainment!**

## ***Purchasing the game***

Please buy the full game at the site from which you downloaded the trial version!

## ***Media Inquiries***

Please contact Gary Duke at [garyduke@idirect.com](mailto:garyduke@idirect.com) or (416) 823-0813

This manual, the Bubble Ship Boy game and any other applicable materials present in this distribution are Copyright © 2006, Gary Duke. All Rights Reserved.