# GAME RULES

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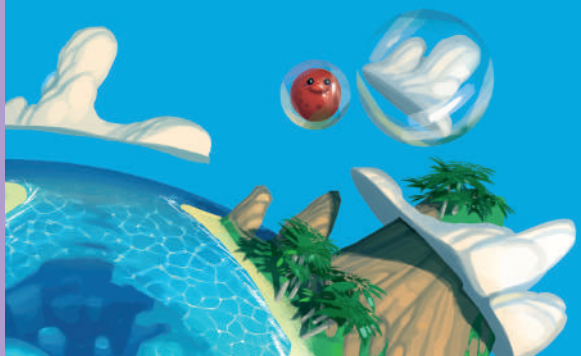
## CONTENT

- 96 colored Bubblees (6 colors)
(16 red, 16 purple, 16 yellow,
16 blue, 16 green, 16 black)
- 1 Bag
- 1 Double-sided game board
- 1 Rulebook

## WELCOME TO THE WORLD OF BUBBLEE POP!

### THIS WONDERFUL WORLD WHERE PLANETS ARE STUCK WITH ETERNAL SEASONS IS WHERE BUBBLEES LIVE.

The Bubblees are small, round and colourful creatures with strange abilities. They hover in the Sky around the Planets and end up going from bubble to bubble, pulled by gravity. But when they land on the planets, the Bubblees often loose their kin...
You need to gather and align them, matching their colors, and ensure the most Bubblees will land on your Planet's ground.



# SETUP

Place the board between the 2 players: each should face their own Planet. The planets are separated by the Sky area. At the beginning of the game, it is filled by the players with 2 Bubblees of each color (Blue, Green, Red, Yellow, Purple). Either follow the setup shown here, or place Bubblees yourselves with one rule: two Bubblees sharing the same color cannot be adjacent (neither vertically, horizontally nor diagonally). The remaining colored Bubblees should be placed into the bag, from which the players will draw their Bubblees. Place 3 Black Bubblees into the bag. (There cannot be more than 3 Black Bubblees in the bag.) Then each player takes 3, 4 or 5 Black Bubblees (3 for easy, 4 for normal and 5 for hard mode) and places them on their Planet, following the indicated setup. The remaining Black Bubblees should be stored into the box. Play head or tails to select the first player. The game can begin now!




# GAME OVERVIEW

In this game, two players compete against one another. Each player has his own Planet, which can hold up to 20 Bubblees. Every turn, players will have 2 Bubblees fall on their Planet. Whenever a player manages to align three or more Bubblees of the same color, either horizontally or vertically, these Bubblees are immediately removed from his Planet and sent to his Score Area. Every Bubblee in a Score Area is worth 1 point at the end of the game. Removing a line of Bubblees also triggers a power based on their color.

# FIRST GAME

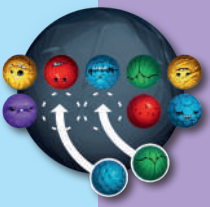
For their first game, or when playing against younger opponents, players may decide to play without powers.

## DIFFICULTY LEVELS

During setup, players may increase the difficulty of the game, placing 3, 4 or 5 Black Bubblees (for easy, normal or hard mode). We advise you to go to normal mode rather quickly.



# HOW TO PLAY



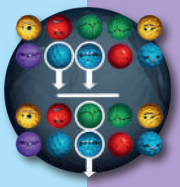
## STEP 1

The active player draws 1 Bubblee from the bag and places it in an empty Sky Bubble. The player should repeat this until the Sky is full. (On the first turn, the active player skips this and starts with step 2.)



## STEP 2

The active player may swap 2 Bubblees in the Sky, provided that they are horizontally or vertically adjacent.



## STEP 3

The active player must choose two vertically or horizontally adjacent Bubblees and makes them fall from the Sky onto his Planet, without changing the row(s) they are on. The Bubblees are attracted by gravity: no bubble can remain empty if a Bubblee is standing on it.



## STEP 4

If the active player manages to create a line of 3 or more Bubblees of the same color, either vertically or horizontally (never diagonally), the active player immediately places those Bubblees in their Score Area. Every Bubblee of that color vertically or horizontally (not diagonally) linked to the line is also placed in the Score Area. At the end of the game, each player will score 1 point per Bubblee in his Score Area.



## STEP 5

The Bubblees on top of empty spaces fall. Then the player may use the power of the Bubblees he just sent to his Score Area, starting by the ones he sent earliest.



### FULL ROW

Even if a row (or more than one) is full, the player can have 2 Bubblees falling if they immediately manage to make a match.

### DOUBLE MATCH

If the player creates 2 matching lines of 3 Bubblees or more at the same time, they can choose in which order to trigger the powers if colors are different.

# ENDGAME

The game immediately ends when the Sky can't be completely filled. Each player counts the Bubblees in their Score Area, each being worth 1 point. The highest score wins the game! In case of a tie, both players share victory. The game can also end if the Planet of a player is full and that the player has no valid way to take 2 bubblees from the sky.That player immediately loses the game.

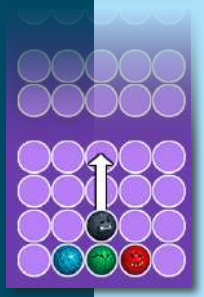


# POWERS

*(Every power is optional.)*

## RED

The player may swap 2 horizontally or vertically adjacent Bubblees from the opponent's Planet.



## PURPLE

The player can send, through the Sky, one of their free Bubblees to the opponent's Planet, but on the same row. (A Bubblee is considered free if no Bubblee stands on top of it.) The active player must send a Bubblee in a row that can host it (cannot target a full row). If all the rows are full, the player activating Purple can send a Bubblee to eliminate his opponent.



## BLUE

The player can have a Bubblee fall from the opponent's side of the sky (and only from that side) onto the opponent's Planet, in the same row. The active player must send a Bubblee in a row that can host it (cannot target a full row). If all the rows are full, the player activating Blue can send a Bubblee to eliminate his opponent. If the active player makes a line of 3 or more matching Bubblees, those Bubblees go into the opponent's Score Area, and the opponent will trigger the removed Bubblees' power.



## GREEN

The player may swap 2 horizontally or vertically adjacent Bubblees from his own Planet. If 2 lines of different colors are created, each with at least 3 Bubblees of the same color, the player sends all the Bubblees in their Score Area and may trigger the powers in any order.




## YELLOW

The player may place one of their free Bubblees in their Score Area. (A Bubblee is considered free if no Bubblee stands on top of it.)



## BLACK

Black Bubblees have no power. They cannot be removed, even if 3 or more of them are aligned, except with powers. Every Black Bubblee in a Score Area is still worth 1 point at the end of the game.

# SAMPLE TURN

1· The player draws a Red Bubblee at random and places it in an empty Sky bubble. He then draws a Green Bubblee and places it in the last remaining bubble.

2· He swaps the Blue and Red Bubblees. They are horizontally adjacent.

3· As they are vertically adjacent, he pushes the Green and the Purple Bubblees to the bubbles of his Planet.

4· 3 Purple Bubblees are vertically aligned!

5· These Bubblees are removed from the Planet and sent to the active player's Score Area. This will net 3 points at the end of the game. The Green Bubblee is pulled by gravity and falls.

6· This starts a chain reaction: 3 Green Bubblees are now horizontally aligned!

7· These Bubblees are also removed from the Planet and sent to the active player's Score Area. The active player will score 3 extra points at the end of the game. The player decides to trigger the power of Purple Bubblees first, then refuses to trigger the power of the Green Bubblees. The player sends a free, uncovered Bubblee on the opponent's Planet, keeping it in the same row.




## CHAIN REACTION

Because the Bubblees are pulled by gravity, there might be a chain reaction when Bubblees stand on top of a disappearing line. Then they may fill the empty spaces left by the missing Bubblees, creating new matches. When a chain reaction occurs, the player whose planet is concerned resolves them starting with the earliest match.

# GOAL

In the Solo Mode, the player has to solve 20 different levels. Every one of them is more difficult than the previous. The player has to empty the opponent's Planet of all Bubblees, except for the Black Bubblees. Like in the Versus mode, the player can increase difficulty by adding 1 or 2 more Black Bubblees. The powers stay the same.

- Mandatory Sky Setup



- Setup of the opponent's Planet

# SOLO MODE

The Solo mode is played exactly like the Versus mode. The setup of the Sky and of the player's Planet is the same. When playing with the Solo mode, play step 1 to 5 and then do not play the opponent's planet. When 3 Bubblees are aligned, the player can immediately send one of these 3 Bubblees on the opponent's Planet, keeping it in the same row. The Bubblee you send this way must stay on the same row. If the player matches 4 or more Bubblees, they can send 2 Bubblees instead of 1, keeping them in the rows they come from. The remaining Bubblees will be placed in the player's Score Area. Then the player may use the power of the Bubblees. When 3 Bubblees make a lign on the opponent's Planet, they are immediately removed without triggering any power. You win when the opponent's Planet is empty (except for Black Bubblees). The player can then move on to the next level.




Find new levels on www.bankiiiz.com/bubblepop


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