

bubblee **POP** **LEVEL UP!**

GAME RULES

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- 1 Rulebook
- 16 Orange Bubbles
- 16 White Bubbles



**GRÉGORY
OLIVER**



**ALEXEY
RUDI KOV**

PRINCIPLE OF THIS EXPANSION

With the introduction of these new families that enhance Bubblee Pop base game, players can now customize the game by choosing the 5 colors of the Bubbles to be used during the duel.

The possible power combinations are more numerous than before, and bring a variety of new strategies to the game, ranging from aggressive to defensive.

THE UNIVERSE OF BUBBLEE POP IS WELCOMING TWO NEW FAMILIES OF BUBBLEES !

These families are determined to make a name for themselves, thanks to their aggressive powers.

The Orange Bubblees can steal, helping themselves shamelessly in the opponent's Bubblees.

The White Bubblees can dig holes into the opponent's Planet, which will consequently be filled by the undesirable Black Bubblees.

SETUP

Players start by choosing the 5 Bubblee colors that will be used during the game. Since there are 7 possible colors, the 2 that are not used should be put back into the box.

Example: the players choose the Yellow, Green, Purple, Orange, and White Bubblees. They put the Red and Blue Bubblees back into the box.

Then, the players will proceed with the classical setup of the game in the same fashion as described in the base game (page 1 of the Bubblee Pop base game Rulebook).

Eventually, the players form a pile of 5 Black Bubblees, which they will place next to the game board. These Black Bubblees are taken from the remaining Black Bubblees from the base game.

POWERS

ORANGE



The player can steal a Bubblee from the opponent and put it back into the bag. This Bubblee can either be stolen from the opponent's Score Area or

from his Game Area. When stealing from the Game Area, the Bubblee must be free and uncovered. (Page 4 of the Bubblee Pop Rulebook).

WHITE



The player can take 1 Black Bubblee from the stock and place it under an opponent's row. This pushes the row up so that the black token can enter from below (if you run short of Black Bubbles, you may use a Bubblee of another color among the ones removed during the setup). The token must be placed in a row that is not yet filled. If all the rows are filled, this power eliminates the opponent by pushing his row into the Elimination Zone, which is located between the Sky and his Planet.

5 NEW SOLO LEVELS

For the setup of the solo levels, choose the five colors of Bubbles that seem the most adapted to solve the level.



Please note that you'll need all 7 types of Bubbles in the bag to fight this Boss.



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134 route du Mont Frégnier 38460 Moras FRANCE

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