

## BUBBARUKA DEMO WALKTHROUGH

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Score 10 points on Bubby Ski Time to open the path to a house on the right hand side. Go to it. Play Bubby Ski Time once more. Enter the house.

Proceed down the left path and enter the upper left room. Grab the key near the computer. Unlock the middle door of the first hallway.

Proceed to the northern room and enter the upper door. Pick up the key.

Return to the first hallway and unlock the right hand door.

Get the key by entering the rightmost door in the tv room and proceeding north, grabbing the key in the back room.

Return to the TV room and enter the southern door. Follow it to the chest. Unlock the chest with the key.

Proceed to the left, grab the valve.

Return to the steam machine near the northern-most room, place the valve and turn to restore steam to the disc machine and the generator. Turn on the generator and return to the TV room to play the tape. Enter the door that opens after viewing the tape.

In this room, several faceless Tomo statues are lined up on the walls, a Mow-Mow statue standing at the end. Activate the warp pad near the cat, this will be important later. Grab the marker. You may now draw on the faceless Bubbies.

The room to the right of the TV has a painting that has the correctly drawn Tomo combination. Once you think the correct bubbies have faces, draw on the cat near the top. If it buzzes, the code is incorrect. Here is the code for the first cat:

X = Drawn

X| |O

X| |O

O| |X

X| |X

Collect the disc and use it on the disc machine, the leftmost door in the TV room.

Use the buttons on the left and right side of the machine to change discs/floors.

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HIM - 2nd Floor

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Enter the upper right room, and collect the VHS tape. Take note of the message on the wall. Return to the previous room and enter the left door.

Use the tape on the TV. Take note of the tones that are played. On the top of the room there is a piano. Replicate the notes on the tape to open the chest. Collect the key and exit the room.

Enter the upper right door. Use the key on the machine. The machine will give you a disc of whatever you type. Make sure you have the right word, or it won't work on the disc machine. The word we are looking for is TAR.

Enter the lower right room. Grab the screwdriver and return to the lift

Use the TAR disc on the lift machine. Proceed to the 3rd floor.

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TAR - 3rd Floor

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Another cat you can draw on is at the bottom of the room, along with the hints of the code to it. Activate the second warp pad, allowing you to teleport between the first floor marker room and the third floor center room. Once you have solved the code, enter the warp pad and return to the room of faceless Bubbies.

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- 1st Floor.

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The order of drawn Bubbies for the second cat is as follows:

X = Drawn

O| |X

X| |X

X| |O

X| |X

Return to the 3rd floor through the warp pad and activate the cat.

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TAR - 3rd floor

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It will give you a tape if activated correctly. Use the tape on the TV nearby. Take note of the order of the letters. When combined with the license plates of the cars in the rightmost room, the word FIN reveals itself, and you must return to the second floor to create the FIN disc.

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HIM - 2nd floor

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Once you have acquired the FIN disc, return to the disc machine and insert it.

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FIN - 4th floor

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Beware. Something stalks this floor. The arrows on the ground always point to one of the three doors in this area. The first door we want to enter is at the very bottom of the maze.

In this room, there are pushable cat statues. Push them correctly to form a path to the image.

The image will give you a shape combination: Circle Circle Square. Return to the hall.

Alternatively, you can travel between rooms by unscrewing the vent cover and traveling through the vents.

The next door we want is by the top right part of the maze, containing the three shape combination.

In this room, you must interact with the shapes to get them to match the combination: Circle Circle Square. Once you have done this, press the button. A key should fall from the pipe.

The final door we want is in the middle of the maze.

In this room, simply unlock the chest and you will receive a disc. Return to the disc machine and insert it.

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ART - 5th floor

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Proceed to the end.

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MOW MOW

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Use the arrow keys to move the flashlight. Use the WASD keys to move and the SHIFT button to run. Try to find all the coins. If you look at Mow-Mow, try to break eye contact as fast as possible and escape swiftly.

## (SECRETS)

Vault keys are hidden in the game, which are needed to unlock a large mysterious vault with two locks. These vaults allow you to travel between the areas of different Bubbies, which is needed to find hidden bonus items that provide a permanent benefit. Since the demo does not include the second bubbly area, the vault remains boarded up on the other side, but it is useful to know for the full release.

The second tape you watch contains a message telling you to look behind the vending machine, referring to the one by the sealed gate. Pushing it reveals a hidden entrance, inside which you can find a closet with 100 coins and a short set of music notes. Playing these notes on the piano will unlock the locked door on the TAR floor, containing the first vault key.

In the FIN floor, you can come across several rooms which you can't access normally without the vents. One of the vent openings at the bottom of the vent system ends at a vandalized room. A note containing a shape combination is in the room as well. Using this combination in the shape puzzle room will result in the second vault key coming out of the pipe.