

\*\*\* README.DOC for GUBBLE II \*\*\*

Thank you very much for trying out the early Alpha version of Gubble II! Gubble II is scheduled for release in 1998.

The original Gubble allowed you to play the role of Gubble D. Gleep, the youngest of an alien family. While sleeping, you were swept away to a strange alien world controlled by robots. Your mission was to take apart 150 beautiful 3D structures by finding tools and using them to remove all of the hardware.

Now, in Gubble II, Gubble D. Gleep is back for more action, strategy and fun. No longer confined to his shell-like pod, he can now walk, jump, fly, duck and more. The zymbots (levels) are much larger, with automatic scrolling. Gubble II also features all-new tools and enemies.

Whether you have played the original Gubble or not, we would welcome your comments and ideas on Gubble II. We have set up a special survey form on our website ([www.ActualEntertainment.com](http://www.ActualEntertainment.com)), and we hope that you can take the time to answer a few questions for us. With your help, Actual Entertainment can do its best to make sure that Gubble II (and our future titles) will be a game that is actually entertaining for you!

### System Requirements

- > Windows® 95 (or compatible)
- > DirectX drivers (version 3.0 or later)
- > 90 MHz Pentium® processor
- > 8 MB RAM
- > 4 MB Free Hard Disk space
- > DirectDraw-compatible SVGA video card and monitor
- > Sound card (recommended)

### Configuration and Controls

Several options may be modified by running the Configuration program from the Start Menu or selecting CONFIG.EXE from the "Gubble 2 Alpha" directory.

One Display option allows you to run Gubble II in Full-Screen mode or in a window. The second Display option allows you to select 8-bit color or 16-bit color. Unless you have a high-end system, you may find that the game will run too slowly if you choose to run it in a window or if you choose 16-bit color.

Gubble may be controlled using either the keyboard or a game controller (gamepad or joystick). If your game controller is not properly calibrated, it may be necessary for you to disable the game controller in order for the controls to work properly. The default keyboard controls are documented on the Help screen, and you may make changes within the Configuration program's Keyboard Controls section to modify the function of one or more keys. The gamepad (joystick) controls are as follows:

- > Button 1 (A) = Fly (if you have fuel)
- > Button 2 (B) = Jump
- > Button 3 (C) = Duck
- > Button 4 (D) = Stop

### Hints

1. Are you stuck in the first part of the maze (with the winding pathway)?  
After you have removed all of the red screws, leave the screwdriver behind and use the space bar to jump over the low pillars. Hop on the second screwdriver, and use it to jump over the higher pillar.

2. Are you stuck in the second part of the maze (with the missile-firing robots)?  
The tall pillars at each end are too high to jump on, so you need to jump on the "shover" and then jump off the shover when you get to the right end. Once you pass this section you can't go back, so make sure you have removed all of the red screws first.
3. Are you stuck in the area with the moving spring launchers?  
Once you have removed all of the yellow screws, you can advance to the next area by jumping off of the screwdriver and up onto the higher section (notice the arrows against the wall).
4. Are you stuck in the spring launcher maze?  
The key is to find the path that avoids the spring launchers that return you to the beginning of the section. One correct path is: Down, Right, Right, Down, Down, Left

### Troubleshooting

1. If the game will not run, verify that you are using Windows® 95 (or compatible).
2. If you are getting an error message indicating that the computer cannot find a particular file (such as DDRAW.DLL or another .DLL file), be sure that you have properly installed the DirectX™ drivers (version 3.0 or later). The DirectX drivers are available for free from the Microsoft website ([www.microsoft.com](http://www.microsoft.com)). Additional technical support information is available from the Actual Entertainment website ([www.ActualEntertainment.com](http://www.ActualEntertainment.com)).
3. If the game seems to be running slowly, or if the character motion is not smooth, try turning off sound and/or music from the opening menu.

For other problems, send E-mail to: [support@ActualEntertainment.com](mailto:support@ActualEntertainment.com)

Or, if you prefer, you can send a FAX to (408) 654-0399, call us at (408) 654-7950 or write to:

Actual Entertainment  
1030 E. El Camino Real #101  
Sunnyvale, CA 94087 USA

### Ordering Information

To experience 150 levels of fun, try the original Gubble! To get your very own copy of Gubble, visit your local retailer.

Or, if you prefer, you can order Gubble directly from Actual Entertainment. For credit card orders, please call our order line at 1-888-ACTUAL-1 (toll-free in the USA) or 1-408-654-7950. Additional ordering information as well as a printable order form are available on our website ([www.ActualEntertainment.com](http://www.ActualEntertainment.com)).

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