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 2, Gubble D. Gleep is a teenager, and he's back for more action, strategy and fun. No longer confined to his shell-like pod, he can now walk, jump, fly, duck and more. Many of the zymbots (levels) are much larger, with automatic scrolling. Gubble 2 also features all-new tools and enemies, and there is even a level editor which allows you to modify (or even create) zymbots. The Gubble 2 Demo gives you 6 regular zymbots plus 1 bonus zymbot. The full version of Gubble 2 features 124 zymbots and even includes a zymbot editor, so you can modify our zymbots or create your own!

If you have any questions about Gubble 2 or the original Gubble, feel free to contact us:
* Phone/Fax: (408) 732-5788
* E-mail: sales@ActualEntertainment.com
* Website: www.gubble.com
* Mail: Actual Entertainment, 1030 E. El Camino Real #101, Sunnyvale, CA 94087-3759 USA

With your help, Actual Entertainment can do its best to make sure that all of our games will be games that are actually entertaining for you!

Ordering Information

You can order Gubble 2 and the original 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 1-408-732-5788. Additional ordering information, a printable order form, and even an on-line order form are available on our website (www.gubble.com).

System Requirements

> Windows® 95 (or compatible)
> DirectX drivers (version 5.0 or later)
> 90 MHz Pentium® processor
> 16 MB RAM
> 15 MB Free Hard Disk space
> DirectDraw-compatible SVGA video card and monitor
> Sound card

Configuration and Controls

Gubble may be controlled using either the keyboard or a game controller (gamepad or joystick). If a game controller is connected to your computer, be sure that it has been properly calibrated through the Windows Control Panel. If your game controller is not properly calibrated, it may be necessary for you to disable or disconnect the game controller in order for the keyboard controls to work properly. The keyboard controls are documented on the Help screen. The gamepad (joystick) controls are as follows:
> Button 1 (A) = Fly (if you have fuel)
> Button 2 (B) = Jump
> Button 3 (C) = Duck/Stop
> Button 4 (D) = Not Used in the Demo Version

Troubleshooting

1. If the game will not run, verify that you are using Windows® 95 or Windows® 98.
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 5.0 or later). The DirectX drivers are available for free from the Microsoft website (www.microsoft.com). Additional technical support information is available from the Actual Entertainment website (www.gubble.com).

For other problems, send E-mail to: support@ActualEntertainment.com

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