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1. ENGLISH

Strategy/Hints

1. If you think you're in trouble, FLY--some enemies can't catch you.
2. Drop tools to block enemies and their shots.
3. Store up "Save Game" disks by using them only when you need to.

Saving Your Game

1. When you touch a spinning diskette sign, you will automatically save your game.
2. A file called GUBBLE.SAV will be created in your GUBBLE directory.
3. If you wish to save games for multiple players, you can rename or copy this file.
4. When you load a saved game, the file GUBBLE.SAV will be used.

Troubleshooting

If the game seems to be running slowly, or if the character motion is not smooth, try one or both the following:

1. Reduce the frame rate from 60 to 30 frames per second from the Options menu
2. Turn off sound and music from the Options menu

For other problems, send E-mail to: 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

Please refer to the file ORDERFRM.DOC

2. FRANÇAIS

Stratégie/conseils

1. Si vous pensez que vous êtes dans une mauvaise situation, VOLER comme ça certains de vos ennemis ne pourront pas vous attraper.
2. Faites tomber des outils pour bloquer les ennemis et leurs tirs.
3. Accumulez vos disquettes "Jeu sauvegardé" en ne les utilisant que lorsque vous en avez besoin.

Sauvegarder votre jeu

1. Lorsque vous effleurez un symbole disquette tournant, vous sauvegardez automatiquement votre jeu.
2. Un fichier va être créé sous le nom GUBBLE.SAV dans votre répertoire GUBBLE.
3. Si vous souhaitez sauvegarder les jeux de plusieurs joueurs, vous pouvez donner un nouveau nom à ce fichier ou le copier.
4. Lorsque vous chargez un jeu sauvegardé, le fichier GUBBLE.SAV va être utilisé.

Anomalies

Si le jeu semble être lent ou si le mouvement des caractères n'est pas souple, essayez une ou l'autre des instructions suivantes:

1. Réduisez le nombre d'images seconde de 60 à 30 à partir du menu Options
2. Coupez le son et la musique à partir du menu Options

En cas d'autres problèmes, envoyez un e-mail à: support@ActualEntertainment.com
Ou, si vous préférez, vous pouvez envoyer un fax au (408) 654-0399 ou nous téléphoner au (408) 654-7950 ou nous écrire à:

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

Comment commander

Veuillez vous référer au fichier ORDERFRM.DOC

3. DEUTSCH

Strategie/Hinweise

1. Wenn du denkst daß es schlimm aussieht, FLIEGE -- einige Gegner können dich dann nicht fangen.
2. Laß die Werkzeuge fallen um die Gegner und ihre Schüsse zu blockieren.
3. Verwende die "Spiel Aufbewahren" Spinner nur wenn's wirklich notwendig ist.

Spiel Aufbewahren

1. Wenn du den "Spiel Aufbewahren" Spinner berührst, wird dein spiel automatisch aufbewahrt.
2. Die datei GUBBLE.SAV wird im directory GUBBLE aufbewahrt.
3. Für mehrere Spieler kannst du diese datei umnennen und kopieren.
4. Wenn du ein aufbewahrtes Spiel weiter spielst wird die datei GUBBLE.SAV verwendet.

Probleme, Probleme

Wenn das Spiel langsam läuft, oder die Bewegung nicht glatt aussieht, versuche ein oder beide von den folgenden Möglichkeiten:

1. Verringere die Bild Geschwindigkeit von 60 zu 30 herunter bei der Options Menu.
2. Versuche den Ton oder die Musik abzuschalten.

Für andere Probleme, schick und doch e-mail an: support@ActualEntertainment.com
oder, wenn du willst, FAX uns (USA) 408 654 0399, telefoniere uns (Franz spricht Deutsch!!)
bei 408 654 7950 oder schreibt uns:

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

Bestellungs Information

Bitte lesen sie die datei ORDERFRM.DOC

4. End User License Agreement (Legal Stuff)

GUBBLE End User License Agreement ("EULA")

REDISTRIBUTABLE CODE.

Redistributable Code is identified as all of the files in the GUBBLE directory and its sub directories:

GUBBLE\
GUBBLE\DATA
GUBBLE\DIRECTX

The files in the GUBBLE and GUBBLE\DATA directories shall be further identified as Actual Entertainment Redistributable Code. The files in the GUBBLE\DIRECTX directory and its sub directories shall be further identified as Microsoft Redistributable Code.

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