

Gubble™

The Ultimate Arcade Action Maze Game



MAC
VERSION



T H E S T O R Y



Gubble D. Gleep was sleeping. He liked sleeping. Sleeping was fun. He'd often have contests with his friends to see who could sleep the longest, and he'd always beat them, if only for the fact that his snoring would wake them up. This time, the Gleepster was enjoying a particularly nice snooze, when suddenly he was awakened by a loud KABOOM. Gubble looked up just in time to see a large and very unfriendly looking flying saucer blast him into his component particles.

When he opened his eyes again, his house was no longer there. Gubble did not like that. Actually, the Gleepmeister was kind of happy that he still had eyes to open, since he thought he was just blasted into his component particles. But still...Gubble liked seeing his house. He also liked seeing the neighboring houses, which were not there either. In fact, nothing even vaguely known to the Gleepmachine was present at the weird place Gubble found himself. There were, however, plenty of things unknown to the Gleepdude that he did not at all enjoy seeing. He did not enjoy looking at the dirty floor he found himself standing on. He did not enjoy looking at the strange, triangular windows, opening out to nothing. And most of all, he did not enjoy looking at the face of the robot who had been trying to get his attention for the last minute. It was not a face meant to be looked at. It was blocky. It was metal. And it had no ears. (Gubble, accustomed to large, spacious ears, was especially resentful of that fact.)

Seeing that the Gleepman was at last looking at him, the robot ground his gears for a moment, cleared his electronic throat, and spoke:

"Welcome oh mighty Gubble D. Gloop, are you ready for your mission?"

There were two things now bothering Gubble about this robot, and he spoke about the most important one:

"Where are your ears?"

The robot was not programmed to deal with this kind of abuse. He ground his gears furiously for a moment, blinked his lights, started spewing smoke from his nose, and spoke again:

"Forget my ears! Are you ready for your mission?"

Seeing that he was a stubborn robot, Gubby decided to mention the second thing that bothered him:

"My name is not Gubble D. Gloop. It's Gubble D. Gleep."

If you thought the robot was gently smoking before, his reaction to this statement would send you screaming for a fire marshal.

"Ay caramba!"

said the robot after a minute. Then he added:

"We got the wrong Gubble."

And after another smoke-filled silence:

"Oh, shrump."

Gubble waited. He was beginning to get used to this strange place and was just starting to contemplate falling asleep. He fluttered his eyelids. He gave a few test snores. He plopped down onto the floor. But the robot, seeing that he was losing the Gleepmando's attention, woke Gubble up again:

"Okay, look. We can't go back to get Gloop. So you are going to have to help us out. Deal?"

Gubble thought for a moment, then imagined being blasted into his component particles if he

refused, and said:

"Fine."

The robot continued:

"Good. Here is what we need you to do. You have to go down to the zymbots of the planet Rennigar, and unscrew them."

Seeing that Gubble was puzzled, the robot added:

"They've been screwed, nailed, and otherwise riveted by space pirates."

An uncomfortable silence ensued.

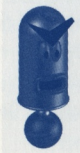
Suddenly, there was another loud KABOOM, and Gubble felt himself being blasted into his component particles again. Just as he blanked out, he heard the robot say:

"Good luck, you won't be sleeping on this planet."

And when Gubble opened his eyes again, three very nasty-looking gears were rolling at him.



SYSTEM REQUIREMENTS



- Mac OS PowerPC system
- 16 MB RAM
- 10 MB free hard disk space
- CD-ROM drive
- Gamepad or Joystick (optional)



INSTALLING GUBBLE



1. Insert the GUBBLE CD into your CD-ROM drive.
2. When the GUBBLE CD window opens, double-click the “Install Gubble” icon.
3. Follow the on-screen instructions.



STARTING GUBBLE



1. Insert the GUBBLE CD into your CD-ROM drive.
2. Double-click the Gubble icon that was installed on your hard drive.



O B J E C T



Well, now you know how to start the game, but you still don't know what to do, right? (Agree with us here.) Okay, here's the idea. The zymbots—what's a zymbot? Look it up in the dictionary. No, not that dictionary. The Rennigar Official Woobster's Dictionary!—the zymbots (levels, for you earthlings) have been attached to the ground of the planet Rennigar using various fasteners. Your job is to unfasten these fasteners using your trusty tools.





M E N U S



The menu bar is always visible at the main menu screen. It is usually hidden during game play. You may access the hidden menu bar at any time by moving the cursor to the top of the screen. Not all menu items are active at all times. Some are available only at the main menu screen. Others are usable only during actual game play.

You may switch out of Gubble by selecting a different (active) application from the application menu at the far right of the menu bar. Gubble will be paused and the game window will be hidden. Re-enter Gubble by selecting it from the application menu.

Apple Menu

- About Gubble... : Displays the credits screen. Press any key to return.
- Help...: Displays instructions on how to play Gubble. Press any key to return.

File Menu

- New Game: Starts a new game at the first city map.
- Saved Game: Displays a sub-menu of saved games to restart.
- End Game: Ends the current game and returns to the main menu screen.
- Pause Game: Pauses the current game. Press any key to continue.
- Configure Input: Displays a dialog box that allows you to configure a Gamepad or Joystick.
- Quit: Quits the Gubble program. Does NOT save the currnt game.

Options Menu

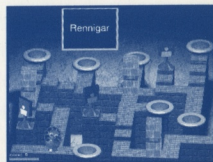
- Sounds: Toggles the game sounds on and off.
- Music: Toggles the background music on and off.



CITY MAPS



When you first start GUBBLE, you are taken to a map of the zymbots of Rennigar, the capital city. Each of the cities will have a similar map. Moving onto a launching pad will give you a sneak preview of what that zymbot looks like. Press the Space Bar or Button A on your Gamepad to play that zymbot. After you complete a zymbot, the pad will turn blue.



When you return a blue launching pad (for a zymbot you have already finished), take a look in the upper left corner of the sneak preview screen. You will see Magic Rings if you found a bonus zymbot there, and you will also see a golden coin if you did well on that bonus zymbot.



SCORING



For every regular zymbot you finish, you get 10 points. Completing a special hand-picked zymbot (see Ssssssswow) will also get you 10 points. For finding a bonus zymbot, you get 5 points, and for doing well on a bonus zymbot, you can collect an additional 5 points by grabbing the golden coin. The maximum possible score is 1500.

Your score is shown in the lower left portion of the screen when you are looking at a City Map. If you see a check mark next to your score, that indicates that you have successfully finished every special zymbot and every bonus zymbot in that City. If you think you have finished every zymbot, but you don't see a check mark, look around for hidden bonus zymbots!



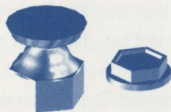
TOOLS, TOOLS, TOOLS



Gubble D. Gleep uses tools. For extra power, he uses **SKIL** power tools. Here's a handy chart, so that Gubble always uses the right tool for the job:



Saw - Peg



Socket - Hex Nut



Screwdriver - Screw



Sander

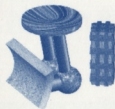
Sand off the surface of the yimbot to reveal the screws under it.



Hammer - Nail



Drill - Rivet



Mover - Crate

Push those crates wherever you want 'em to go.



Sledge Hammer - Rock

Smash those suckers!



Skil SuperTwist - Screw



CAST OF CHARACTERS



Gubble

That cute little alien bugger is you. You like yourself. You like yourself in one piece. You'd like to remain that way. At the bottom of the game screen, you will find a healthbar. When you start out, that bar is going to be green. As you run into nasties, it will shrink, and turn yellow and then red. Once the healthbar is gone, you are going to be pushing up the daisies. So make sure not to run into any of the nasties below...



Flying Saucer

Made following the tradition of finest Swiss craftsmanship, these thingamajigies usually follow a set pattern of movement. Do NOT disturb that pattern. If you do, strange and incomprehensible things will happen to you.



Gear

Big. And geary. Needless to say, don't get near them.



Frooze

These guys just love to bounce off stuff. Especially soft purple stuff like your head.



Cannon

Staffed by the finest artillery personnel of Rennigar, these cannons will shoot you every time you cross their field of vision. They do need some time to reload, however...



Land Mine

Come on now. I know you know what land mines are.



Volcano

Apparently you have done something to anger the Rock God of Rennigar, because all the volcanoes of the planet aim their lava right at you. Or maybe they just don't have anything better to do than to shoot poor innocent aliens.



Chet R. Cheese

Mr. Cheese is big. Mr. Cheese is fat. And Mr. Cheese reeks of cheddar. He is usually pretty cheesed out, but if you get too close to him, he will chase after you. (Hint: Sometimes it's useful to have him chase after you to get him away from a place you need to get to.)



Wangry Wobot

They are red and they are angry. Unfortunately, they don't know what they are angry about, but they know they like to follow aliens around.



Wangry Wobot Wannabee

They are not-quite-red (blue actually), but they want to be every bit as angry as the Wangry Wobots. They haven't learned how to follow aliens yet, so they just wander around aimlessly. Pathetic, really, but oh well...



Divebomber

Imitating the aeronautical aces of the obscure planet Earth, these dudes will hover above you for a moment, then tear screaming through the atmosphere right onto your

head. The resulting boom can be heard for miles, much like your wail of pain if they hit you. They do have a weak point however—they can't see you very well while you are moving, so they will often miss you. (Hint: Do not let Divebombers hover above you.)



RowBot

These are nasty machines! Armed with the state-of-the-art ChestWinder Auto-Gub-Zap Missile System™, they are programmed using the Shortest-Path-To-Gubble™ algorithm, which makes them head straight for you. Beware the RowBots.



Flatworm

These guys like to sneak up on you unnoticed and cause grief and misery.



Orb

They just roam around over your head. They're orbs, ya know?



Spike

Pointy and green, they spin and hurt. They will even spike you from below when you try to fly over them, so watch out!



Spindler

Will give you a major headache if you let them get close.



Slug Bug

An example of the bizarre Rennigar fauna. Man, somebody must have gone pop-eyed when that monster was created.



BoilerBot

Due to the apparent overabundance of boilers on Rennigar, a bunch of them were remade into these scary-looking things. But don't fall asleep—the only thing that these robots inherited from their boilery ancestors is the ability to get steamed.



Drone

Originally used as repair drones, these spidery-looking things will use their pinchers on you just as effectively. Stay out of their reach.



Dolphale

They're not dolphins. They're not whales. They're dolphales! Beware though—these guys have large eyes so that they can see you better... and large teeth so they can ...*(gulp!)*



Uurrghh

The stories go that the Uurrghhs used to be somebody's eyes and were stolen. Now they roam back and forth looking for their owner. And if they can't find their owner, you would do as well. Want a pair of alien eyes?



Plant-O-Pain

A member of the alien flora. These plants will gobble you up and spit you out. Almost like new. Almost...

There are also a few things that don't hurt you (surprise!)...



Tower Of Pain

These towers house the chambers where these terrible creatures are made.

Fortunately, there are no guards around, so you can get as close to them as you care to. You can't fly over them though.



Mini Tower Of Pain

These were going to be built as normal Towers Of Pain but were not completed due to lack of funds. So you can fly over them at will.



Ouchie (also known as the Teleporter)

The good robot from the ship placed a few of these at key points to help you out. These will blast you into your component pieces and put you back together again in a different place. It hurts, but only mentally.



Woohooaaaa (also known as the Catapult)

These things will launch you heaven-knows-where. Or to be more precise, rather far away. But they do come in handy sometimes.



Magic Rings

Step onto these, press the Space Bar (or Button A on your Gamepad), and you will be teleported into a bonus zymbot. (Hint: Some of the magic rings will be hidden!) The object of a bonus zymbot is to pick up as many tools as you can before the time runs out. If you do well, your reward is a golden 5-point bonus coin!



Transporter

These are moving platforms. Step on them, and they will move you. Gee . . .



Blocker

These were supposed to be permanent gates, but someone accidentally left them on automatic...up and down and up and . . .



Gate Of Doom

Won't let you pass until you activate The Big Red Button to lower them. Originally used on Rennigar as prison cell doors.



The Big Red Button

You know how everyone says, "Don't push that button?" Well, not on Rennigar. Push this inviting-looking button to lower the Gates of Doom.

Sssssssswow



That's going to be precisely your reaction when you activate these pulsing S-looking things (activate by walking over them and pressing the Space Bar or Button A on your Gamepad). They'll teleport you to the special, hand-picked, most dangerous places in Rennigar. Only for the brave of heart and the quick of fingers. After you complete a special zymbot, the pulsing S will turn blue.

Also, there are a few things that not only don't hurt you, but actually help you! The head honcho of Rennigar is going to be very unhappy when he finds out these have been left lying around.



Health Powerup

These things will give you some of your health back. You don't need to be an Einstein to figure out these could prove useful.



Speed Powerup

Ever wanted to go above the speed limit? Now is your chance! Just step onto these things, and away you go!



Freeze

Will lower the temperature of the planet to negative 5000 degrees, freezing every nasty on the level. Fortunately, Gubble is in his rocket and won't feel the cold.



Save Disk

These wonderful thingies will save your game AND bring you back to full health. There's a limited supply of these, so use them carefully.



FAQ (Frequently Asked Questions)



How many different cities and zymbots are there?

150 zymbots are spread across 10 cities.

How can I find the hidden bonus zymbots?

Go to the playfield areas that are hidden behind walls and press the Space Bar (or Button A on your Gamepad). The 3D intro movies can give you clues for this as well.

Waaaaaaaaa! I keep getting killed. What can I do?

1. Most of the nasties can be flown over without any risk. There are a few exceptions, but those you'll have to figure out for yourself.
2. If you're having trouble with nasties coming at you, use the tools you pick up as shields.

Place the tool between you and the nasty, and they will usually bounce off the tool and turn around. This trick works really well when cannonballs are coming at you!

3. Practice. Practice. Practice.

Sheesh, some of those special hand-picked zymbots look hard! Do I have to finish them to move on?

Nope. These zymbots are designed as a special challenge for confident game players. Finishing these zymbots will increase your score (and your ego!), but you can always come back later and try to finish 'em.

How can I make Gubble D. Gleep stop moving?

Running into a wall (or an edge) will do it. Or, if you happen to be carrying a tool, just press and hold the Space Bar (or Button A on your Gamepad), and you will drop the tool and stop right where you are.



HOW TO REACH US



If you can't find the answer to your question, you may contact our Technical Support Department:

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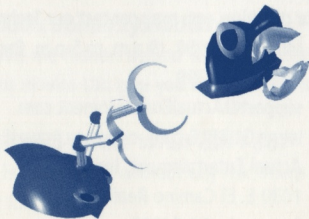
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