



NTSC U/C

PlayStation®



SLUS-01466

# Gubble®



*An addictive blend of action and strategy*



a ZeniMax Media brand

## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

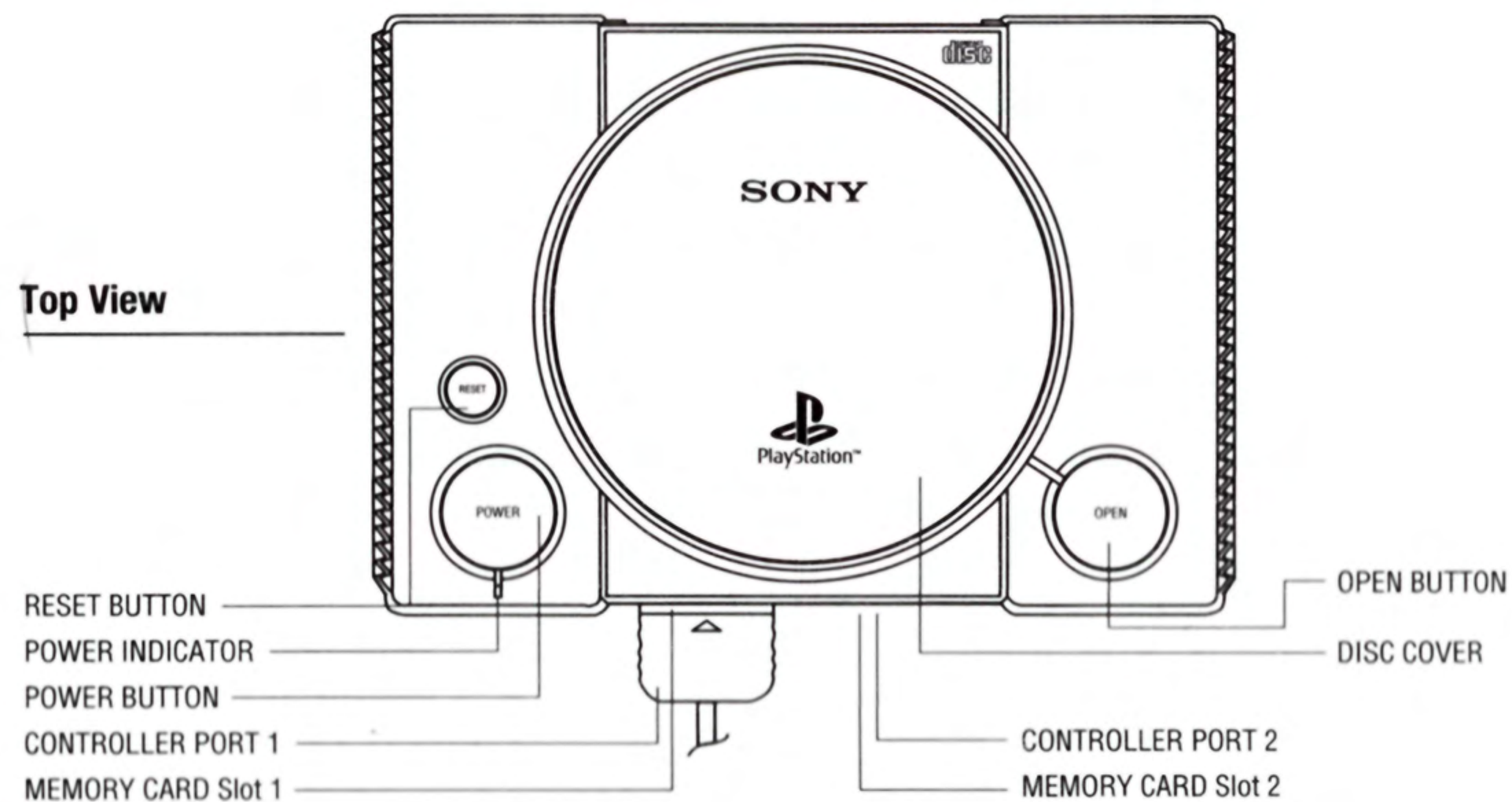
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**


- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## **GUBBLE - MANUAL**

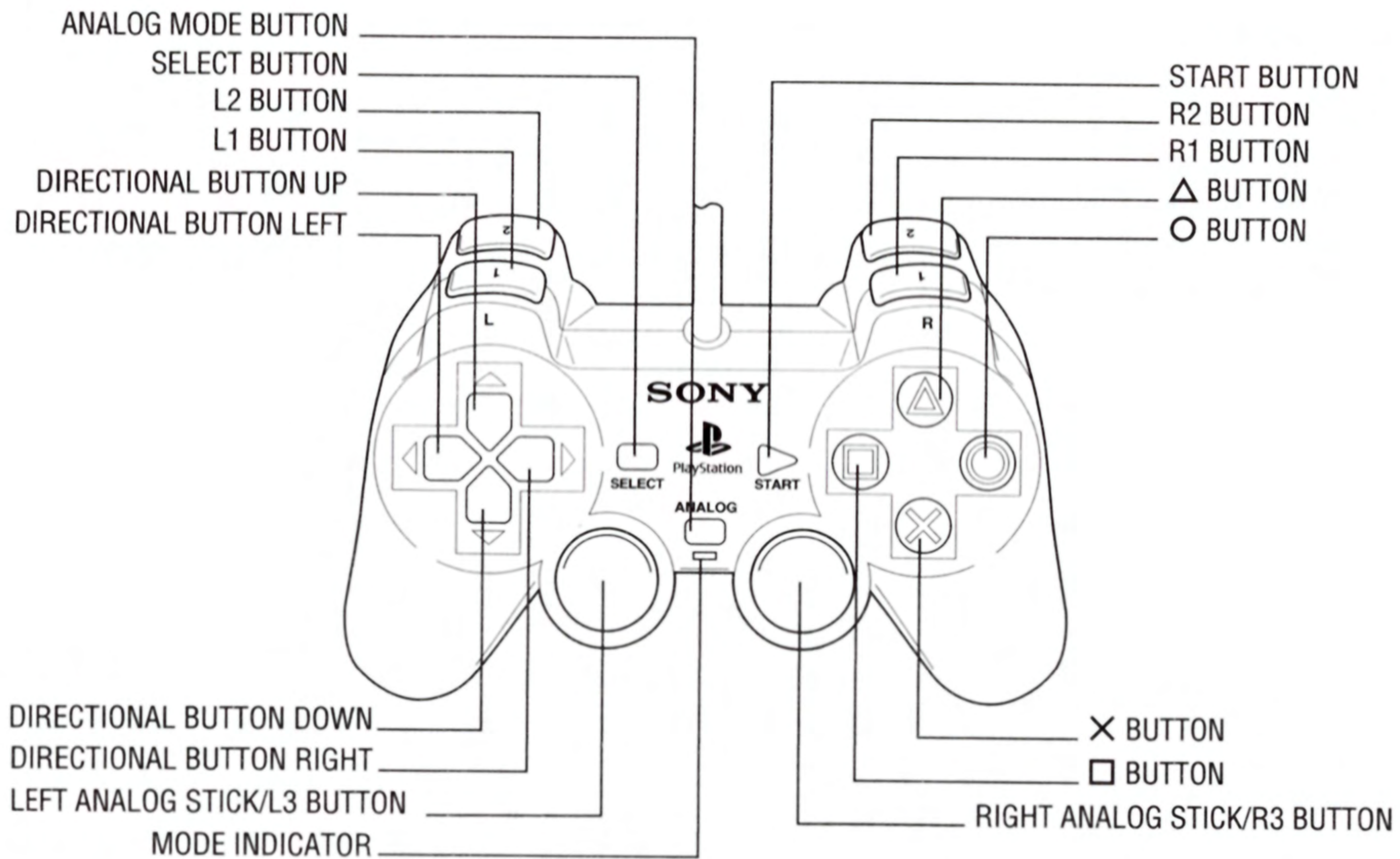
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## STARTING THE GAME

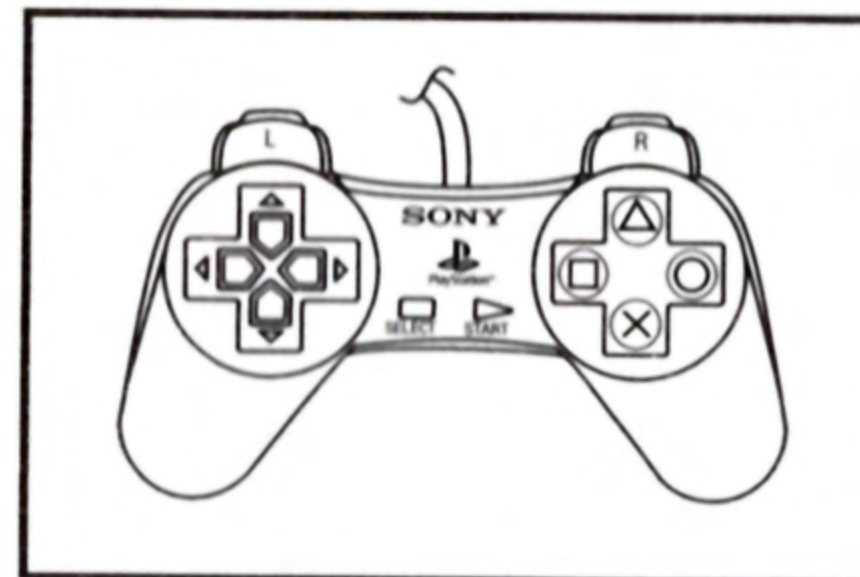
- Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a disc. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.
- Insert the Gubble disc and close the Disc Cover.
- Insert game controllers and turn on the PlayStation game console.
- At the Game Title screen press the  button. This will display the Mode Select screen. Select New Game to play a game from the beginning.

## DUALSHOCK® analog controller



**NOTE:** Compatible only in Digital and Analog mode

**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined above.



## STORY

Gubble D. Gleep was enjoying a deep sleep when suddenly a roaring noise shattered his peaceful slumbers. A strange flying saucer appeared before his very eyes, turned him into small particles, and transported him to an unknown land.

When Gubble came to, he found himself in a disagreeable land in which an unearthly scene extended into the distance. Most unpleasantly of all, a strange robot was standing directly in front of him.

Gubble, who had very big ears, was especially displeased that the robot had no ears at all. The robot spoke to Gubble: "Welcome Mr Gubble D. Gloop. Are you prepared to fulfill your duty?"

Gubble did not like two things: "Where are your ears, stupid?" said Gubble. The robot, perhaps because it had not been programmed to deal with such rude language, spouted smoke as he retorted to Gubble: "Forget about my ears. Are you prepared to fulfill your duty?" Gubble thought it to be a very stubborn robot. Then he questioned something else that he did not like. "My name is not Gubble D. Gloop; it is Gubble D. Gleep."

To this, the robot, still blowing smoke shouted, "What? The wrong person?!"

Gubble, fed up with the whole thing, unknowingly fell asleep. Then the robot violently shook him awake. "Can't be helped. It's too much trouble to go back and look again. You will fulfill the duty. OK?"

Gubble thought about it for a while. He didn't like the thought of again being turned into small particles and being blown somewhere. It seemed as though this condition couldn't be helped so he reluctantly listened to the robot.

The robot began explaining the duties: "Your task is to go to the planet Rennigar and remove the screws from the zymbots." Gubble was only confused, not understanding what the robot was talking about.

"What I Am Saying Is! Space pirates have fastened the zymbots down with screws and nails. Release them!"

An unpleasant silence continued for a short while.

Next Gubble was mercilessly transported to another unknown location.

The robot's parting words were "Good Luck."

When he came to, many gears closed around him making eerie noises as they moved.

## TITLE SCREEN

Mode Select screen

Start

Options

## Operation method

Directional buttons

⊙ button

⊗ button

△ button

Select

Confirm

Confirm

Cancel

## NEW GAME OPTIONS

### New Game

Select this the first time you play a game. You can only select the difficulty level when beginning in New Game mode. In Difficulty Level mode you can choose from two options: Novice and Expert. Novice is for Beginners; in this mode you can only play to the third map.

### Difficulty Level screen

Select the difficulty level of the game you want to play with the ↑ ↓ buttons.

## GAME OPTIONS

### Options

The Options screen will appear if you select Options at the Mode Select screen. From here you will be able to change game settings. You will be able to set the following: Sound, Vibration, BGM and Speech (Gubbleese). Use the ↑ ↓ buttons to select an item and the ← → buttons to change it. For BGM and SE use the ← → buttons to select the item, and then confirm.

## Operation Method

↑ ↓ buttons

← → buttons

○, × buttons

△, □ buttons

R1, R2 buttons

Select item

Change item

Play BGM and Gubbleese

Stop BGM and Gubbleese

Display High Score.

## Sound

Change game sound to stereo or mono

### BGM

Try out the BGM (music) that will be played during the game. To try it out, use the ← → buttons to select a BGM number, and then confirm.

### Gubbleese

Try out the Gubbleese (special effect sound) that will be played during the game. To try it out, use the ← → buttons to select a Gubbleese number, and then confirm.

### Vibration

When using a DUALSHOCK® analog controller, you can toggle Vibration On/Off.

## VIEWING THE SCREENS

Two screens will appear during a game: City Map and Game. At the City Map you select the map, which contains a zymbot, at which you want to play. As soon as you confirm, you will be able to play at the Game screen.

### CITY MAP SCREEN

#### Obstructions

When you clear a zymbot, these will be removed and you will be able to advance.

#### My character

Move your character with the Directional buttons to select the map you want to play.

#### Bonus Stars

These appear around the City Map. Each star gives you a bonus of 5000 points.

#### Zymbot

If you climb on top you will be able to see the map layout. Confirm with the ○ button or the × button.



## **GAME SCREEN**

### **Screws, Nails and Such**

You must take all of these out to release the Zymbot.

### **Enemy characters**

Touch them and you will receive damage.

### **My character**

This is the character that you use (Gubble).

### **Gadgets**

Confirm while over one of these and many things can happen.

### **Tools**

Zymbots require various specialised tools.


## **GAME RULES**

### **Rules and Objectives**




The object of this game is for you to use Gubble to release the zymbots in each map. You must use special tools to remove the screws, nails and other things that hold them down.

Please release the zymbots, taking care to avoid the enemy characters that roam around on them. If Gubble touches an enemy character he will receive damage and his Life Gauge will decrease. The game will end when the Life Gauge disappears. You will clear a stage as soon as you remove all of the screws, nails, etc. If you finish within a certain time you will get high points.

### **Pause menu**

The Pause menu will appear if you press the  button during a game. Select an item with the Directional buttons, and then confirm.

### **Continue**

Return to the game and continue playing. Press the , the , or the  button.

### **End**

Ends the game.

## USING THE CONTROLLER

This is a single-player game. Connect the Controller for Player 1 to Controller port 1. This game supports the Vibration function of DUALSHOCK® analog controller.

### Buttons

<b>L2</b>	menu screen
↑ ↓	menu screen
← →	menu screen
▶ START	menu screen
△, □	menu screen
△, □	game screen
○, ×	menu screen

### Action

Cancel.
Select items
Change items
Not used
Cancel
Cancel
Confirm

DUALSHOCK® analog controller  
The Left stick and Right stick are not used.

## GUBBLE'S MOVES

### Moving and Using Tools

Use the ↑ ↓ ← → buttons to move Gubble around. Do the same when he is on a tool. If he passes over a screw, nail, etc while riding a tool, it will come out. When they are all out you will free the zymbot.

### Jumping

The ○ button, the × button, and the **L1** button will make Gubble jump. Use them to jump over obstacles and enemies. When he is on a tool, you can use these to jump off of it.

### Operation Method

Directional buttons

○ button

× button

**L1** button

▶  
START button

Move ← → ↑ ↓

Jump

Jump

Jump

Pause a game

## **About Tools**

There are many types of tools and you must use the correct ones to release a zymbot. There are tools for such things as bringing screws up out of the sand and moving obstructions out of the way.

## **Bonus Zymbot**

During the game if you can get on the Magic Ring and confirm, the Bonus Zymbot screen will appear. Get as many tools as you can during a fixed time.

## **Time Remaining, Items**

Get as many tools as you can during a fixed time. If you succeed in getting more than a certain number of tools within the time limit, a 5-point coin will appear.

## **Special Zymbot screen**

During the game if you can get on the Special and confirm, the Special Zymbot screen will appear. If you clear this, Special will change from red to blue.

## **Time Remaining, Items**

Here too, the object is to remove screws and release a zymbot. This one will be somewhat more difficult than a normal one.

## **ITEMS**

Numerous Items that can help Gubble will appear during the game. All he has to do is pass over one to receive its benefit. However, after a certain time this benefit goes away.

### **Speed Up**

For a certain period of time moving speed increases.

### **Health Up**

This will restore a damaged health meter by a fixed amount.

### **Freeze**

By freezing the ground around you, you can temporarily stop enemies from moving. Gubble will be able to move as usual.

## **GADGETS**

There are a number of gadgets on the zymbots. Among these there are gadgets that will help, and hinder him. Here are a few of them. Some of the gadgets work when Gubble gets on them and you confirm.

### **Launcher**

If you get on this you can jump a little further.

### **Hurts a Little**

The robot that gave Gubble his assignment left this teleporter behind. It may hurt Gubble a little when you are transported.

### **Magic Ring**

Use this to enter Bonus Zymbot.

### **The Tower of Pain**

This gets in the way. In one way you are safe because enemies will not come close; however you can't always jump over it.

### **Special**

Use this to enter Special Zymbot.

## **CREDITS**

### **Game Concept**

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# Addictive 3D Mazes and Puzzles



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