

On patrol above the dam and town you are sworn to protect, you suddenly notice huge creatures with drooling snapping jaws coming out of the east . . .

Nibblers runs on a 32 column Pet in 8K. By Paul Jay

A swarm of locusts has nothing on the Nibblers. And trying to keep the little devils in check can be a fulltime occupation as they try to eat their way through a dam protecting the town lying next to it.

From a bomber plane, patrolling the skies above the town, your task is to blast the Nibblers as they swoop over the town to bite chunks out of the dam with their iron-like jaws.

The dam is located on the left hand side of the screen and players can choose their own thickness — but be warned, Nibblers make short work of thin dams. While you're getting the hang of the game it is best to keep the dam at its thickest.

From the right hand side of the screen come the high speed nibblers flying at different levels randomly generated. Some attack the dam at its highest point. Others are low-flying and move in to take chunks out of the town on the way.

For each Nibbler bombed the player scores one point. The game is over either when

you have notched up five points (then you get another round of the game) or, if the Nibblers are a better aim than the bomber pilot, when they bite through any section of the dam.

Can you kill off the Nibblers without destroying the town underneath — it's a real test of marksmanship and panic firing can do as

much damage to the town you are trying to protect as the Nibblers themselves.

Follow those gleaming jaws across their flight paths and aim carefully. When the plane is hovering directly above the Nibbler drop your bomb, then speed back ready for the next creature.

It's fairly easy to shoot down the high flying Nibblers but watch out for those crafty low-flying ones — especially those hard to spot ones just above building level.

Once you've got the knack of defending the town from the Nibblers with a thick dam, then try with a thinner one.

Paul Jay has come up with an original game which is still addictive and enjoyable.



## BEWARE OF...



# THE

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10 M1=59467:M2=59466:M3=59464
20 GOTO760
30 PRINT"J":SC=0:BU=33589
40 INPUT"THICKNESS OF DIKE 1-3 (1=HARDEST)":DT:PRINT"J"
50 IFDT>30RDT<1THEN40
60 REM DIKE
70 FORI=32848TO33728STEP40:FORJ=0TO10:POKEI+J,160:NEXTJ:NEXTI
80 FORI=32819TO33739STEP40:POKEI,230:NEXT
90 IFDT=1THEN120
100 DT=DT-2
110 FORI=32820TO33740STEP40:FORJ=0TODT:POKEI+J,102:NEXTJ:NEXTI
120 REM BUILDINGS
130 POKEBU,236:POKEBU+1,251:POKEBU+40,252:POKEBU+41,254
140 POKEBU+47,236:POKEBU+48,97:POKEBU+79,97:POKEBU+80,252:POKEBU+81,254
150 POKEBU+84,88:POKEBU+87,236:POKEBU+88,97:POKEBU+91,225:POKEBU+97,225
160 POKEBU+114,233:POKEBU+115,223:POKEBU+116,225:POKEBU+119,97:POKEBU+120,252
170 POKEBU+121,254:POKEBU+123,233:POKEBU+124,227:POKEBU+127,236:POKEBU+128,97
180 POKEBU+125,223
190 POKEBU+131,225:POKEBU+132,254:POKEBU+133,254:POKEBU+134,254:POKEBU+135,254
200 POKEBU+136,254:POKEBU+137,254:POKEBU+154,252:POKEBU+155,254:POKEBU+156,225
210 POKEBU+157,108:POKEBU+158,233:POKEBU+159,97:POKEBU+160,252
220 POKEBU+161,254:POKEBU+162,236:POKEBU+163,227:POKEBU+164,236
230 POKEBU+165,227:POKEBU+167,236:POKEBU+168,97:POKEBU+169,98:POKEBU+170,98
240 POKEBU+171,254:POKEBU+172,227:POKEBU+173,227:POKEBU+174,227
250 POKEBU+175,227:POKEBU+176,227:POKEBU+177,227
260 REM RANDOM POS IN RIGHT COLUMN
270 QQ=1:BB=INT(23*RND(1)+1)*40+32847
280 REM NIBBLER ON
290 B1=PEEK(BB)
300 POKEBB,61
310 FORI=1TO20:NEXT
320 POKEBB,62
330 FORI=1TO20:NEXT
340 IFB1=230THENPOKEBB,32:POKEBB+41,223:GOTO540
350 IFB1=102THENPOKEBB,32:POKEM1,16:POKEM2,60:POKEM3,180:POKEM1,0:GOTO270
360 P=151:L=PEEK(P)
370 IFL=1ANDQQ=1THENGOTO410
380 POKEBB,B1
390 BB=BB-1
400 GOTO290
410 FORZ1=32768TO32807
420 POKEZ1,62
430 POKEM1,16:POKEM2,35:POKEM3,200:POKEM1,0
440 P=151:L=PEEK(P)
450 IFL=6THEN490
460 POKEZ1,32
470 NEXTZ1
480 GOTO380
490 FORXX=Z1TO33767STEP40:POKEXX,46
500 IFPEEK(XX+40)=62THENPOKEXX,32:POKEXX+40,32:POKEXX+80,32:GOSUB680:GOTO120
510 IFPEEK(XX+40)<>32THENPOKEXX,32:XX=33767
520 POKEXX,32:NEXTXX:QQ=0
530 GOTO380
540 FORI=BB+81TO33767STEP40:POKEI,160:NEXTI
545 POKEM1,16:POKEM2,25:POKEM3,120:POKEM1,0

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# NIBBLERS



# THE NIBBLERS

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550 FORI=32848TOBBSTEP40:FORJ=0TO10:POKEI+J,32:NEXTJ:NEXTI
560 FORI=33767TOBB+40STEP-1:POKEI,160:NEXTI
570 PRINT"#####THE TOWN IS FLOODED!"
580 PRINT"#####AND IT'S ALL YOUR FAULT!"
590 PRINT"#####YOUR SCORE IS ";SC
600 IFSC>TSTHENTS=SC
610 PRINT"#####THE TOP SCORE IS ";TS
620 PRINT"#####ANOTHER GAME?"
630 POKE158,0
640 GETA$
650 IFA$=""THEN640
660 IFA$="Y"THEN30
670 END
680 SC=SC+1
690 POKEM1,16:POKEM2,25:FORKK=155TO1STEP-1:POKEM3,KK:NEXTKK:POKEM1,0
700 FORI=0TO100STEP10
710 IFSC-I>9THEN750
720 POKE33332,(I/10)+48
730 POKE33333,(SC-I)+48
740 RETURN
750 NEXTI
760 FORI=1TO100
770 PRINT"?"
780 PRINT"#####NIBBLERS":NEXTI
790 PRINT"#####BY PAUL JAY. 1981"
800 PRINT"#####RULES? (Y/N)"
810 GETA$:IFA$=""THEN810
820 IFA$="Y"THEN840
830 GOTO30
840 PRINT"YOU ARE THE MISSILE-LAUNCHING MAN"
850 PRINT"OF A SMALL DUTCH TOWN. (A DUTCHY)"
860 PRINT"AS A MISSILE-LAUNCHING MAN (OR WOMAN'S)"
870 PRINT"JOB, IN CASE YOU DON'T ALREADY KNOW,"
880 PRINT"IS TO PROTECT THE TOWN'S DIKE FROM"
890 PRINT"#####NIBBLERS FROM OUTER SPACE!"
900 PRINT"TO LAUNCH A MISSILE,PRESS 2="
910 PRINT"TO DROP A BOMB, PRESS 3=SPACE"
920 PRINT"IF THE DIKE SHOULD BE NIBBLED THROUGH"
930 PRINT"THE SURVIVING TOWNSFOLK WILL GRAB YOU"
940 PRINT"BY THE WAFFODILS AND CAST YOU"
950 PRINT"ASUNDER!(WHATEVER THAT MEANS).GOOD LUCK."
960 POKE152,0:WAIT158,1:POKE152,0
970 GOTO30
READY.

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