

MS. NIBBLER



MS. NIBBLER

Copyright (c) 1982 by Thomas Czarnecki
Under License by Softlaw Corporation

LOADING INSTRUCTIONS

DISK: Place **MS. NIBBLER** diskette into drive zero and then type **LOADM "MNIBBLER"** <ENTER>. The program will automatically execute. You will know the program has executed when you hear the musical theme. Remove the diskette and put it away. Pressing any key or the fire button on the right joystick will start the game. When you quit playing be sure the diskette is removed **BEFORE** turning the power off to avoid damaging the diskette.

TAPE: Place **MS. NIBBLER** cassette into your cassette recorder; next type **CLOADM** <ENTER>; then press **"PLAY."** The program will automatically execute. You will know that it has executed when you hear the musical theme. (If an error occurs while loading, the cassette player will stop. Turn off the computer, wait ten seconds, turn on the computer and reload the game using the second program following the first on the tape.)

THE RIGHT HAND JOYSTICK IS REQUIRED!!

THE STRATEGY!

MS. NIBBLER is a maze-chase game which brings you to the gem-studded ocean floor. A vivacious oyster cruises its pearl bed gobbling sand bits to produce

pearls which are left behind. Sand monsters lurk in a cave, and are constantly on the chase to munch the oyster. In the four corners of the pearl bed are magic catalyzers which, if eaten by the oyster, allow it to consume the sand monsters to make more and better pearls. When the catalyzer's effect is running low the oyster's shell clatters. An elusive starfish can be eaten by the oyster for more nourishment.

THE OBJECT

You are given three oysters per game to guide using the right-hand joystick. Your goal is to eat the most sand to produce the most pearls and, after eating a catalyzer, to eat the most monsters. The number of oysters you have left is displayed in the upper right-hand corner of the screen and your score is displayed in the upper left-hand corner of the screen.

Points are scored as follows:

- Each pearl produced
15 points
- Each magic catalyzer
30 points
- Starfish
500 points
- Sandmonsters 100, 200, 400, etc.
during each catalyzer period

After each game, enter your initials next to your score if it is listed on the top ten billboard.

HAVE FUN!

MS. NIBBLER

**A MAZE-CHASE GAME FOR THE ENTIRE FAMILY
FAST MACHINE-CODE GRAPHICS,
ACTION AND SOUND**

MS. NIBBLER is a maze-chase game which brings you to the gem-studded ocean floor. A vivacious oyster cruises its pearl bed gobbling sand bits to produce pearls which are left behind. Sand monsters lurk in a cave, and are constantly on the chase to munch the oyster. In the four corners of the pearl bed are magic catalyzers which, if eaten by the oyster, allow it to consume the sand monsters to make many more and better pearls. When the catalyzer's effect is running low the oyster's shell clatters. An elusive starfish can be eaten by the oyster for more nourishment.

You are given three oysters per game to guide using the right-hand joystick. Your goal is to eat the most sand to produce the most pearls and, after eating a catalyzer, to eat the most monsters. When you have filled the oyster bed with pearls a new bed will appear for you.

The

ColorQuest™

Experience