



ANOTHER  
SUPERIOR  
PROGRAM

GOBBLER  
MODEL I & III DISK  
JOYSTICK COMPATIBLE

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**SUPERIOR  
SOFTWARE**

*~PRESENTS~*

# Gobbler



BY BRANDT J. FINE ©1981

FOR TRS-80 COMPUTERS MODELS 143

\*\*\*\*\* GOBBLER INFORMATION \*\*\*\*\*

Gobbler is an adaptation of one of the very popular arcade games that is being played by millions of arcade buffs each day. The object of the game is to consume all the pips in the maze while avoiding being eaten by the chasers who are constantly attacking and trying to eat you before you eat the pips. When ever you eat the long lines in the maze the chasers can then be eaten by the GOBBLER and you will recieve a random number of points from 100-700 while the chasers are not one solid color. Becareful because the chasers can only be eaten for a short time after each time you consume the long solid lines. When you clear the maze of pippis their value increases and you get a fresh maze an continue playing the game.

\*\*\*\*\* GOBBLER INSTRUCTIONS \*\*\*\*\*

To move the GOBBLER, use the four arrow keys. Their direction, determines the way that the GOBBLER will move. If the game is in progress and you want to pause it, press 'P'. This will hold the game at a stand still until you are ready to resume the game by pressing the 'ENTER' key. To abort a game in progress, press the 'BREAK' KEY.

Definition of skill levels:

Each level 1 through 4 regulates the tracking abilities of the four chasers. As the game goes on and you beat the mazes, the chasers advance their tracking abilities as well as the speed of the game. 1x,2x,3,... represent the points scored times the number of the speed level. each marker is worth 10 points. An extra GOBBLER is awarded for each 10,000 points scored.

\*\*\*\*\* WARNING! THIS GAME IS VERY ADDICTIVE!! \*\*\*\*\*

If you top the high score you can put your initials in the high score box. Use the 'UP' and 'DOWN' arrow key to select the correct initial. When the correct letter is between the '( )' signs hit 'ENTER'. Continue this until you have selected three initials.

The '\*' which appears in the center of the screen is worth 500 points when eaten. It will appear randomly.

\*\*\*\*\* LOADING INSTRUCTIONS \*\*\*\*\*

For The model I tape:

Load the tape into the tape player and press play down. Set the volume between 4 and 6. In basic, type 'SYSTEM' and press 'ENTER'. Then type 'GOBBLR' and press 'ENTER'. The

asteriks should blink. When the prompt returns type '/' and 'ENTER'. The game should then be ready for play.

For the model III tape:

Load the tape into the tape player and press play down. Set the volume between 4 and 6. Type a 'L' to the 'CASS?' question and press enter. Type 'SYSTEM' and then enter. Type 'GOBBLR' and then enter. When the prompt returns, type '/' and 'ENTER'.

For disk users:

Simply insert the GOBBLER DISK in DRIVE 0 AND PRESS THE 'RESET BUTTON'. The program will do the rest.

GOBBLER also has sound !!!!! To hear the sound effects, connect the aux jack that goes to the tape player, to an amplifier, and hear the sound that's built into the game to add to its enjoyment.

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The personnel here at SUPERIOR SOFTWARE INC. are truly proud to be able to keep up our tradition of presenting the very highest quality software for our customers, and this program is an outstanding addition to our library of fine software products.

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