

**nIBbLIT**

**COLLABORATORS**

	<i>TITLE :</i> nIBbLIT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## nIBbLIT

### 1.1 nIBbLIT intro

Welcome to nIBbLIT !!!

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Version 1.0d (Jun 19 1995)

Copyright © 1995 by  
Marzio De Biasi

>>> SHAREWARE <<<

nIBbLIT ??? ... is it something edible?

How to play it (ACT I, Scene I)

Requirements

Copyright and distribution

Does the unregistered nIBbLIT lack something?

HOW TO INSTALL THE COMPLETE VERSION

Future development

How to contact the author (bugs, suggestions, etc.)

Registration form

Acknowledgements

Disclaimer

History

Thanks, mARZIO  
(Uncle sea :-)

## 1.2 nIBbLIT !?!? ... is it something edible?

nIBbLIT is a small nibbler clone; if you don't know nibbler, play nIBbLIT and discover a milestone of the gold-video-games-age.

## 1.3 How to play it (ACT I, Scene I)

ME: In order to complete a level, the snake called "nIBbLIT" must eat all the diamonds (morsels ?).

YOU: What an easy task!

ME: But when you eat a diamond your tail grow longer ...

YOU: Perhaps the snake's digestion is not so good ...

ME: No, the snake is as sound as a bell, but if it beats its head against its tail it will die.

YOU: But, in the real world, when a snake beats its head against its tail it doesn't die!

ME: Of course! But that is not a SNAKE SIMULATOR.

YOU: How can I guide that strange snake?

ME: You can use a joystick.

YOU: And if I get tired while playing it?

ME: UHM ... it is most unlikely ... however you can press left mouse button and nIBbLIT will quit.

YOU: OK! Can you give me some hints?

ME: Never forget where the snake's tail is ... and remember that when time reaches 0 the snake will move faster ... much faster.  
Now double click on nIBbLIT icon and HAVE FUN!!!

## 1.4 Requirements

nIBbLIT should run on every Amiga (500,600,1200,4000) with 1M of ram.

It has been successfully tested on an A4000/030 (mine), an A1200 and an A500; if you encounter some troubles running it please contact me via e-mail (see my internet address below).

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## 1.5 Copyright and distribution

nIBbLIT is copyrighted (C) 1995 by Marzio De Biasi, so you CANNOT MODIFY the program and its documentation in any way; especially you CANNOT REMOVE the documentation or this text file.

You may freely distribute the unregistered version as long as all of its files are included in their original form without additions, deletions, or modifications, and only a nominal fee is charged for its distribution. It cannot be distributed as a part of commercial product without author's written permission.

nIBbLIT is SHAREWARE; that means:

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+-----+
|
| Play unregistered nIBbLIT and if you like it, I encourage you to REGISTER:
| the shareware fee is 15 US $ or an equivalent sum in DM, £, or Italian
| Lire: fill out the
|           registration form
|           and post it to me together with the
| money (cash or cheque).
| I will send you the patch password that will allow you to play the
| complete nIBbLIT version (THE PASSWORD WILL PATCH THE FUTURE VERSIONS OF
| nIBbLIT, TOO!!!). Take a look to "
|           Does the unregistered nIBbLIT ...
|           ",
| and "
|           HOW TO INSTALL THE COMPLETE VERSION
|           " paragraphs, too.
| If you've got E-Mail address, I will send you the password as soon
| as I receive your registration form, I will send you the nIBbLIT level
| editor and you will receive the future nIBbLIT versions directly.
| If you haven't an email address I will send you the password by
| post; you will find future versions of nIBbLIT on Aminet (and on its
| mirror sites)
| See also
|           Future development
|           paragraph.
|
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THANK YOU FOR SUPPORTING SHAREWARE.

- \* This program may be included in freeware collections, providing that the previous conditions are respected.
- \* TO SOFTWARE REVIEWS: if you include this program in one of your disks, send me a copy of the review, thanks :-)
- \* TO SOFTWARE REVIEWS2: if you want to get the licence for distributing a complete version of nIBbLIT

contact me  
.

## 1.6 Does the unregistered nIBbLIT lack something?

Yes, of course ...

With the unregistered nIBbLIT you can only play the first FIVE LEVELS, they are quite easy so you'll start with only TWO SNAKES. Besides, the HIGHSCORE-TABLE IS NOT ACTIVATED.

Play those funny levels, and if you enjoy them

REGISTER  
YOURSELF AS SOON AS AS POSSIBLE

and you'll immediately receive the patch-password which will allow you to play the COMPLETE nIBbLIT with 20 levels, 3 lives and the highscore-table enabled.

## 1.7 HOW TO INSTALL THE COMPLETE VERSION

If you are not a registered user you cannot patch the unregistered ↔ nIBbLIT, so I encourage you to REGISTER as soon as possible.

If you are a registered user then I've sent to you the patch-password to be used with rather patch-program in Patch.lha archive (PatchDir directory). Follow these steps to build the complete version:

From CLI:

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- move to PatchDir directory : CLI> cd PatchDir
- extract Patch.lha archive : CLI> lha x Patch.lha
- execute rather program : CLI> rather
- type the patch-password
- choose a name for the complete nIBbLIT version (default is "nIBbLIT")  
For example, type: "RAM:mynibblit" (without double quotes).

From Workbench:

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- 
- extract the Patch.lha archive (open a CLI window and follow the first two steps above).
  - double-click on ratcher icon
  - type the patch-password
  - choose a name for the complete nIBbLIT version (default is "nIBbLIT")  
For example, type: "RAM:mynibblit" (without double quotes).

IMPORTANT: if you choose another name for complete nIBbLIT, you must rename (or copy) the nIBbLIT icon in PatchDir directory.  
For example, if you chose "RAM:mynibblit" type:

```
CLI> copy nIBbLIT.info RAM:mynibblit.info
```

IMPORTANT2: the patch-data file (nIBbLIT.ptch) and the ratcher program MUST BE in the same drawer!!!

## 1.8 Future development

Actually nIBbLIT is a good game, but it could be better.

I've got a lot of ideas and if I receive some ENCOURAGEMENT FROM YOU (I.E. THE SHAREWARE FEE) I'LL CERTAINLY KEEP ON WITH ITS DEVELOPMENT!!!

Every new release will certainly include 4-5 new levels and if you become a

registered user  
then you'll enjoy them at once.

The FINAL VERSION will include:

- MORE LEVELS: building a level is not so hard: prepare yourself to play tons of levels.
- IN-GAME BONUS STUFF (EXTRA LIVES, EXTRA TIME, EXTRA DIAMONDS ...)
- IN-GAME NOT-SO-BONUS STUFF (LONGER TAIL, LESS TIME, ...)
- MORE IN-GAME SOUND EFFECTS
- A DIFFERENT SOUNDTRACK (if you don't like the current one ;-)
- AN IN-GAME SOUNDTRACK
- IMPROVED GRAPHICS
- A PAUSE KEY
- GAME OPTIONS that influence snake control, game difficulty, sfx and music.
- ETC. ETC.

See also final.iff picture!!!

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## 1.9 How to contact the author (bugs, suggestions, etc.)

bugs report, suggestions and remarks about nIBbLIT are welcome !!!

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My address is:

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De Biasi Marzio  
 via Borgo Simoi, 34  
 31029 Vittorio Veneto (TV)  
 ITALY E-Mail: debiasi@dimi.uniud.it

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## 1.10 Registration form

(you can find this text in registration.txt file, too)

Please fill this out if you want to register to nIBbLIT (if you haven't a printer, make a HAnD-copy of it :-); post it to me together with the money. DON'T FORGET YOUR NAME AND ADDRESS!!!

====cut-here=====

To: De Biasi Marzio  
 via Borgo Simoi, 34  
 31029 Vittorio Veneto (TV)  
 ITALY

YES, I want to register to nIBbLIT !!!

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Send me the nIBbLIT patch-password (WHICH WILL WORK WITH FUTURE nIBbLIT VERSIONS, TOO) to the address below (please use CAPITAL letters :-):

Name: \_\_\_\_\_

Street: \_\_\_\_\_

PC, City: \_\_\_\_\_

Country: \_\_\_\_\_

The shareware-fee enclosed is:

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- O Cash (15 US \$ or an equivalent sum in DM or £ or Italian Lire)
- O Cheque (INSIDE Italy - same as cash)
- O Cheque (OUTSIDE Italy - 28 US \$ or an equivalent sum in DM or £ : international cheques need ready money to become ready money 8-(

Optional information:

E-Mail: \_\_\_\_\_ (\*)

Phone: \_\_\_\_\_

type of Amiga: \_\_\_\_\_

Kickstart version: \_\_\_\_\_

CPU and memory: \_\_\_\_\_

Bugs, remarks, suggestions ...

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

(\*) if you have an email address, I'll send you the future versions of nIBbLIT directly, and (if you wish) I'll send you the LEVEL-EDITOR, too and you'll become a nIBbLIT play-tester and a level-designer.

====cut-here=====

Thanks!

### 1.11 Acknowledgements

Thanks to all nIBbLIT beta-testers (first of all Alessandro Ponzio)!!!

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Thanks to Martin Huttenloher for its MagicWB icons used in nIBbLIT archive.

## 1.12 Disclaimer

No responsibility or liability will be accepted for any damage that may appear to have resulted from use of this program. All use is at your own risk. The software is provided "as is" without any warranty implied or otherwise to the fitness or accuracy of the software and documentation. The author reserves the right to update the software and/or documentation without notice.

## 1.13 History

\* nIBbLIT\_v1.0d [Jun 19 1995]

- new intro song (I hate all those techno mods)

\* nIBbLIT\_v1.0d\_beta [Apr 18 1995]

- now nibblit has a nice highscore table
- five new levels

\* nIBbLIT\_v1.0c\_beta [Apr 04 1995]

- now nibblit has a few sound effects.
- five new levels.
- screen graphics improved.
- fixed the tail bug when snake dies.
- volume fade routines for music.

\* nIBbLIT\_v1.0b\_beta [Mar 24 1995]

- now levels are coloured.
- a nice soundtrack has been added (only for testing the player).
- a better intro screen.

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