



Nokia Series 60 1.0 Edition, Version 1.0

## GAME MANUAL



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## Introduction

Remember Snake, the great phone game? Sure, it was fun, but then you started thinking, “Hey, this poor critter needs to get out a bit more – new challenges, new locations, new fun.” We thought so, too.

Say hello to Gobbler – the old snake with new fangs.

Grasslands, desert wastelands, rivers, gullies, tunnels, bridges and one way doors are just some of the new features you'll see in Gobbler. This game has colorful, animated graphics, simple controls and all the old magic of Snake captured and boosted through the roof!

This game features eight worlds to explore, with different strategies to learn and master. If that wasn't enough, three speed levels invite apprentice, veteran and superhero to try their hand in Gobbler land.

Designed by John Harris, whose long list of game credits include such classics as Jawbreaker and Frogger, this game will reduce your idle time to zero.

Play Gobbler – the rest are just junk food.

## Credits

The original version of Gobbler for the Amiga Anywhere platform was developed by *John Harris* from *Elegant Monkey* (see their website at [www.elegantmonkey.com](http://www.elegantmonkey.com)).

Gobbler for Nokia Series 40 was developed by *Ghostdust*, under license from *Elegant Monkey*. Specifically, the following people were involved either directly or indirectly in the production of this version of the game:

<i>Original Concept:</i>	John Harris
<i>Art:</i>	Frankie Powell; additional graphics by Gabriel Hauber
<i>Level Design:</i>	Gabriel Hauber, adapted from originals by John Harris
<i>Programming:</i>	John Harris, Gabriel Hauber
<i>User Manual:</i>	Gabriel Hauber, Eileen Hauber

Special thanks also go to *Fleecy Moss* of *Amiga, Inc.*, who provided moral support, suggestions and inspiration during the course of this project.

## Further Information and Support

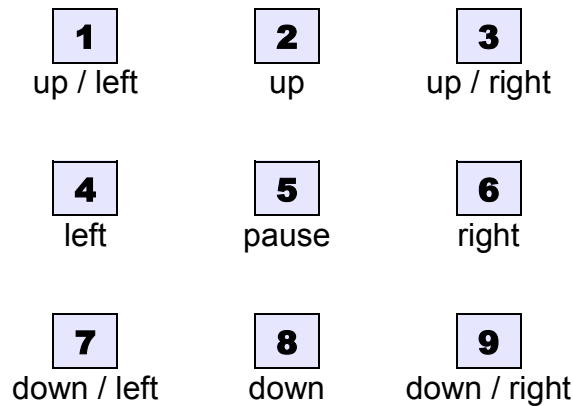
For more information about this game, or other games and applications developed by Ghostdust, please see our website at <http://www.ghostdust.com> or feel free to email us at [info@ghostdust.com](mailto:info@ghostdust.com). If there is a problem with the game download, it would be best to contact the place of purchase. For any other issues, please email Ghostdust support at [support@ghostdust.com](mailto:support@ghostdust.com).

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## Controlling Gobbler

Gobbler is controlled with either the number keys, or, if the phone has them, the cursor keys. The snake can only move up, down, left or right. Be careful, though, because if you turn back on yourself, the snake will run into himself and die! To make controlling Gobbler a little easier, the 1, 3, 7 and 9 keys toggle Gobbler's movement in either one of two directions, according to the diagram below. For example, 3, which controls both UP and RIGHT, will make Gobbler go up if he is already going either left or right, and Gobbler will turn right if he is currently moving either up or down.

At any time during game play, the 5 key will pause the game. Any other key press will resume a paused game. The game will also automatically pause if there is an incoming call or message, or other phone alert.

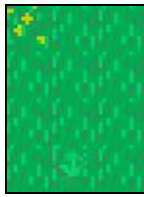


## Menu Navigation

up or down  
back/cancel  
select

move menu selector up or down  
exit one menu level  
activate current menu item or toggle the selected menu option

## Game Elements



### Grass

Gobbler is most comfortable in the long grass, reminiscent of his home in the plains. Sprinkled with sweet-smelling flowers, the grass hides nothing that can harm him.



### Desert

The dryness and heat of the desert is a less hospitable place for Gobbler, and contains hazards such as these cacti.



### Bridge

These can be used to cross water or a gulch. Gobbler is also able to fit under a bridge. In order to stop Gobbler falling off the edge of the bridge, there are guard rails that will stop him.



### Tunnel

Tunnels are very handy for getting under walls. Be careful though when exiting the tunnel that you don't run into something!



### Log

Like the bridge, these are used to cross the water. They are big and heavy and sink into river banks, and thus there is no room to maneuver underneath them.



### One Way Door

A one way door allows passage in only one direction. Attempt to go against the flow, and Gobbler will end up in a crumpled mess.



### Gulch

These small valleys may or may not have water flowing through them. Beware of the sheer walls, however. The only way in or out of a valley is via the steps.

## Levels



### Grassland

Oh, how much like Gobbler's old home in the plains the grassland is! If anything, the long green grass and sweet smelling flowers are even better than home! The only thing Gobbler needs to worry about on this level is getting so big from all the juicy food he finds here that he works himself into a corner he cannot get out of. Plan his movements well, and he should live a long time here.

### Wasteland

Amongst the desolateness of the desert wasteland, there is still food to be had. However, cacti, rocks, prickly plants and the skeletons of those who did not survive the desert's harshness mean that Gobbler has to tread rather carefully. If you're not careful, he himself will become no more than a decaying decoration on the landscape.

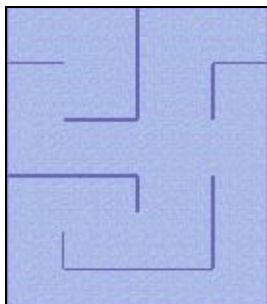


### Log Jammin'

Two rivers flow through the heart of this landscape, dividing it in three. Thankfully, there are several natural bridges in the form of logs which are lying across the waters, allowing Gobbler to cross in search of food. Watch out for those rocks, and don't forget that Gobbler never learned to swim!

### River Bend

A river winds its way through the desolate landscape, with three rickety old bridge crossings. Despite the water, there is very little life in the landscape, and Gobbler doesn't feel very much at home here. Take care that you don't trap him on one side of the river – make sure you never block the bridges, and Gobbler should live a lot longer.



### Blueprint

Although this is a blueprint, the walls are very real, and if Gobbler runs into them, he will be as squished as if he had run into a brick wall. So be careful, because this level is more like a maze, and it is very easy for Gobbler to get trapped.

## Levels (continued)

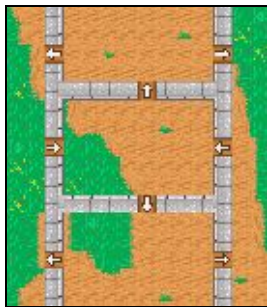
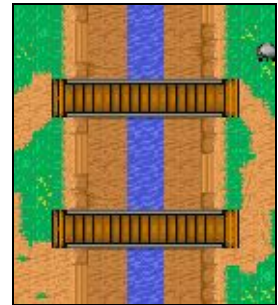


### Dry Gulch

A stream used to wind its way through this meadow, but it has dried up leaving a dry gully behind. In order to find his food, Gobbler will have to wind his way over the bridges, and in and out of the gully using the steps. Don't forget that he can go under the bridges, and watch out for the rocks lying about!

### Wet Gulch

There is a fast flowing river here, which has carved out quite a wide channel. As a result, there is little room for Gobbler to move around, so use what he has wisely. Two long bridges span the river. If necessary, Gobbler can descend into the valley in search of his food, but watch out that you don't block his only way back out.



### One Way Doors

Someone has been building walls in one of Gobblers' favourite hunting grounds! Luckily, they've built doors into the walls that he can pass through, but only in one direction. It is really easy to get trapped in one of the rooms on this level so be very careful to leave the exit unblocked!

### Tunnelin'

There must be a rabbit around here somewhere, or who built all these tunnels? No matter, they are quite useful for getting to the other side of the walls in search of food. There really is plenty of room on this level to move around, but only if you use the tunnels wisely. Note that Gobbler can double back on himself when entering a tunnel from on top – this can be quite a useful trick when caught in a tight spot.



### Castle Walls

The cold, stone floor is not a pleasant place for a snake, but there's still food to be had. There's not much space to move or turn around here, and to make things harder, all the doors can only be passed through in one direction. A handy tunnel helps things somewhat, but it's going to be tough to live a long time here.

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