

NAME

Nibbles - A worm game for GNOME

SYNOPSIS

gnome-nibbles [*OPTION...*]

DESCRIPTION

gnome-nibbles is a game where the user controls a snake. The snake moves around the board, eating diamonds while avoiding the walls placed around it.

The game can be played against the computer or against other players.

OPTIONS**-d, --disable-fakes**

Disable fake bonuses; cannot be set with --enable-fakes

-e, --enable-fakes

Enable fake bonuses; cannot be set with --disable-fakes

-l, --level=NUMBER

Start at given level (1-26)

-n, --nibbles=NUMBER

Set number of nibbles (4-6)

-p, --players=NUMBER

Set number of players (1-4)

-p, --speed=NUMBER

Set worms speed (4-1: 4 for slowest and 1 for fastest)

--start

Start playing immediately

--mute**--unmute**

Turn off/on the sound;

If the two options are given, the game is muted

-v, --version

Print release version and exit

This program also accepts the standard GNOME and GTK options.

AUTHORS

gnome-nibbles was written by Sean MacIsaac, Ian Peters and Andreas Rósdal.

This manual page was written by Sven Arvidsson <sa@whiz.se>, for the Debian project (but may be used by others).

SEE ALSO

gtk-options(7), **gnome-options(7)**

The online documentation available through the program's *Help* menu.