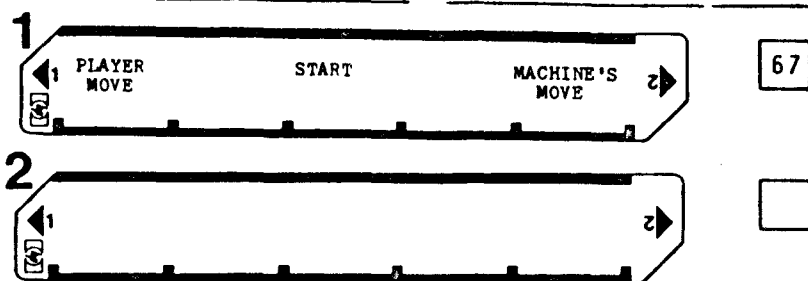


1. NIMB BY: George W. Killian UNK  
2. \_\_\_\_\_ BY: \_\_\_\_\_

[illegible]

STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1.	Load program,			
2.	Press C to start game		C	-15.
3.	Player always makes first move.			
	Pick number from 1 to 3 and			
	enter it. Then press A,	MOVE	A	Pieces left
4.	To get machine's move, press E,		E	Pieces left
5.	Continue until no pieces are left.			
	Winner will see appropriate message!			
6.	To reset for new game, enter 0			
	and press C.	0	C	-15.
	If a different number of pieces			
	is desired, enter the number of			
	pieces as a positive number and			
	key C.	21	C	-21.

[illegible]

STEP	KEY ENTRY	KEY CODE
201		
203		
210		
215		
220		
224		

Registers				
0 USED	1	2	3	4
5	6	7	8	9

0	1	2	3	4
5	6	7	8	9

55178	502.1	C15	0.5	PIECES
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Labels

A Player	B	C Start	D	E Machine
a	b	c	d	e
D	1	2	3	4 Used
5 Used	6 Used	7 Error	8 Used	9 Used

Used	Used	Error	Used	Used
Flag Set Status				
0	1	2	3	