

Default

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Default

1.1 Snakes - Main

 SNAKES - (C)opyright 1998 by Martin Enderleit.

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1.2 Snakes - Bugs

BUGS

I know that there are some minor bugs that I haven't been able to remove, but the game works fine anyway and the bugs hardly ever appear.

If you find a really BIG and ANNOYING bug you could send me an e-mail and let me know. Perhaps I will fix it, and perhaps not.

My e-mail address is: enderleit@hotmail.com

1.3 Snakes - Comments

COMMENTS

If you have any comments about this game, if you have a great idea for a new game or you just wanna say hi then send me an e-mail.

My e-mail address is: enderleit@hotmail.com

1.4 Other info

OTHER INFO

If any coders, pixel artists, 3D artists, musicians or any other kind of game developing persons would like to help me make my next game project come true then you should send me an e-mail.

My next game is of course going to be a lot bigger than Snakes. I have thought about starting to develop a game like Command&Conquer or Warcraft II. Or perhaps I will make an adventure game. Anyway, I could use some help developing and creating it. If you're interested then contact me right away!

My e-mail address is: enderleit@hotmail.com

1.5 Snakes - Disclaimer

DISCLAIMER

I take no responsibility of any damage that may or may not be caused by the direct or indirect use of this game and its files. You play this game at your own risk.

1.6 Snakes - Shareware

SHAREWARE

This game is (C)opyright 1998 by Martin Enderleit.

This game is SHAREWARE. It may be copied and spread as much as you want to as long as nothing is changed. If you like this game you should consider registering it by sending 60 Swedish Crowns or so to me. You will not get any disk or anything because this is already the full version of the game.

My address is:
Martin Enderleit
Torggatan 2
23197 Klagstorp

Sweden

Thank you for supporting Amiga Shareware.

1.7 Snakes - Game instructions

INSTRUCTIONS FOR THE GAME

AIM OF THE GAME

The aim of the game is to pick up the numbers that appear on the screen. Everytime you pick up a number your snake will get longer. This will make it harder and harder. When you complete a level by picking up all the numbers from 1 to 9 the snake will be shortened down to its original size and begin to rebuild again.

CONTROLLS

Player 1 steer his snake with a joystick in the joystick port.
Player 2 steer his snake with a joystick in the mouse port.
In the menus only player 1 can steer.

IN THE MENUES

The first menu that you will see is the Main Menu. Here you can choose between some different options:

- * Start 1 player game
- * Start 2 player game
- * Game options
- * Hiscores
- * Quit

Let's explain them one by one.

START 1 PLAYER GAME

This option will start a normal one player game.

START 2 PLAYER GAME

When you select this option a second menu will appear. There you can choose between these options:

- * Play regular game type
- * Play surround game type

The REGULAR game type is just like the oneplayer mode except there are two snakes instead of one. The second snake is controlled by player 2. In the SURROUND game type the aim is to trap the other player. In this mode the tail will not be removed, thus the snake will get longer all the time.

GAME OPTIONS

If you select this you will be presented with a list of game options to fiddle with. The options are:

- * Lives
 - * Speed
-

- * Add
- * Wrap
- * Music
- * Save Options
- * Back...

The LIVES option will let you select how many lives to start with.

The SPEED option lets you choose the speed of the snakes.

The ADD options sets how many steps longer the snake will get every time it eats a number.

The WRAP option lets you select if wrapping is On or Off. If Wrapping is on you can travel through the surrounding grey walls and reenter on the opposite side of the screen. If Wrapping is off you will die if you collide with the grey walls.

The MUSIC options lets you select InGame music On or Off.

If you select SAVE OPTIONS the above mentioned options will be saved for another day. You do not need to save if you don't want the options to stay that way till the next time you start the program.

The BACK option just takes you back to the Main Menu.

HISCORES

This option shows you the current highscores. Highscores will be saved when the program is exited so that they are still there to beat the next time that you play. You can clear the highscores by selecting the option CLEAR SCORES.

QUIT

If you select this option the game is exited.

IN THE GAME

These are some handy keys in the game:

ESC = Quits the current game

P = Pauses the game. Unpause by pressing P again.

SPACE = Press this when you have died or finished a level to continue.

1.8 Snakes - Leveleditor instructions

INSTRUCTIONS FOR THE LEVELEDITOR

You steer the cursor with a joystick in the joystick port.
You draw or delete by pushing the fire button.

It is possible to make up levels from 0 to 999.

These are the keys that you can use:

F1/F2 = Increase/Decrease edited level by 1

F3/F4 = Increase/Decrease edited level by 10

F5/F6 = Increase/Decrease edited level by 100

EHEM! The leveleditor doesn't load the level directly, you have to press L to load the current level. Be carefull not to overwrite an old level by mistake.

L = Load the edited level
S = Save the edited level

EHEM! You must place both the players starting positions before you can save your level.

SPACE = Select drawing mode
ENTER = Select current drawn block

DEL = Clear the whole level

1 = Place player 1's starting position
2 = Place player 2's starting position

EHEM! After you have pressed 1 or 2 you have to press a cursor key to decide what direction the player starts in.

ESC = Quits the leveleditor
