

**in**

**COLLABORATORS**

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 1, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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GIFTWARE/CONTACTING THE AUTHORS

## 1.3 Game Documentation..

\*GAME DOCUMENTATION\*

INTRODUCTION

RUNNING THE GAME

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THE GAME DISPLAY DETAILED

CONTROLLING THE SNAKE

OTHER KEYS

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---

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## 1.4 System Documentation..

\*SYSTEM DOCUMENTATION\*

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THANKYOU

OTHER MDS STUFF

FINAL NOTE

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## 1.6 Disclaimer Notice

\*DISCLAIMER\*

- How you use this software is beyond our control.
- Documentation is provided (here-in) for you, the user, to read at your leisure.
- This documentation is thorough and comprehensive and it should provide you with all you need to know about this program.
- If you do not use this program as guided, Micro Dimensions Software can not be held responsible for any damages, hardware and/or software related to your system.
- We, the programmers, can not be held responsible for certain user's incompetence and we will therefore not be bullied into compensating 'Joe Bloggs' who has just blown his beloved Amiga into tiny bits, for whatever reason it may be!

## 1.7 Copyright Notice

\*COPYRIGHT\*

- This program, its code, graphics, documentation and all other related files are Copyright © 1996 Micro Dimensions Software.
- In \*NO WAY\* must any file be altered by any one, by any means, at any time, in any way.
- Permission will \*NOT\* be given to do so.
- This archive is to \*REMAIN INTACT\*.
- It may be distributed on the Aminet sites, namely wustl.edu and sunsite.doc.ic.ac.uk and any of their respective mirror sites.
- Permission is also given to all Amiga magazines to place this archive on their coverdisk and/or coverdisc. See  
AMIGA MAGAZINES  
.
- Public domain distributors must not charge more than a nominal copying fee and postage costs in the Public Domain category. This applies to all World Wide distributors of Public Domain software.

## 1.8 Program Credits..

\*PROGRAM CREDITS\*

---



- Coding
- Algorithms
- Game & Level Design
- Documentation

By Nicholas Perrin BSc ·

- All Graphics
- 8 Colour Icon
- Magic WB Icon
- Initial Game Idea
- Game & Level Design
- Documentation

By Robert Wilson ·

- Random Source

By Neil Tweedy ·

## 1.9 Other bits available..

\*OTHER MDS SOFTWARE\*

- On Aminet you may find other programs/music/graphics by numerous members of Micro Dimensions Software of interest:-

```
pub/aminet/game/wb/Snakes&Adders.Lha      - v1.00 of this game.
pub/aminet/util/sys/NewDate.Lha          - A new date command.
pub/aminet/gfx/conv/CBASv1.07a.Lha       - C64 gfx to Amiga IFF.
pub/aminet/mods/med/TheLastComposition.Lha - MED module.
pub/aminet/mods/med/Mort-Orient-Al.Lha   - MED module.
pub/aminet/mods/med/OpenThePodBayDoors.Lha - MED module.
pub/aminet/mods/med/ProjectZ.Lha        - MED module.
pub/aminet/pix/misc/ZoolVSONic.Lha      - 64 colour IFF picture.
```

## 1.10 Program Intrdouction..

\*PROGRAM INTRODUCTION\*

- Snakes & Adders is simply a variation of the 'worm' type game.
- You move around the screen using the keyboard (cursor keys are default) and 'eat' the numbers which will appear before you.
- The larger the number, the more your snake will grow.

## 1.11 Display

### \*GAME DISPLAY\*

- Below, the Snakes & Adders game screen is represented using ASCII art hopefully to clear up any confusion.

```

-----+
||Snakes&Adders2           |||
+=+-----+             +=+ SC = Player Score
|  SC:00000 HI:00000 LV:00 RN:00 |  HI = Highest Score
+-----+             + LV = Level Number
|                               |  RN = Remaining Numbers
Number >>>>>> 4
to eat   |                               |
          |          <#####           |
          |                               |
          |               # <<<<<<<<<< Your Snake
          |               #           |
          |               #####)      |
          |                               |
          |                               |
          |                               |
          |                               |
          |                               |
          |                               |
          |                               |
          |                               |
          |                               |
          +-----+

```

- The above ASCII art is just a pictorial representation of the game. It does look a fair bit better than this.

## 1.12 Numbers..

### \*NUMBERS\*

- The numbers 1 to 9 will appear at random points across the screen during the course of game. It is suggested that you eat these numbers, otherwise there is not much else you can do.
- Occasionally a question mark '?' will appear. These contain mystery numbers. Only when you eat one will you know how large a number it was.
- The number can range from 1 to 25.
- On some levels upto 3 numbers on screen will appear just to add some 'variety' into the game. The chances of multiple numbers appearing on-screen will be determined by the current level.
- In later versions we plan to have additional attributes for question marks '?'. We hope to include speed up, slow down and reverse control to make things interesting. This depends upon demand though. See

GIFTWARE/AUTHORS

.

## 1.13 Speed..

\*SPEED\*

- As you progress, your snake will start to get extremely long.
- When you have eaten all the numbers available, you will proceed to the next level and your snake will have returned to its default size.
- But as we're 'kind' games programmers, you will have to complete it at a different speed (probably) than on the previous level. In addition the numbers (might) decrease faster.

## 1.14 High Scores..

\*HIGH SCORES\*

- As of version 2.00 of Snakes & Adders, a high score table has been added for you to keep track of your best top ten scores.
- If at the end of the game you achieve a high score, then you will be prompted to enter your name via the keyboard.
- The scores will be saved out when you decide to quit the game.
- High Score information is saved into the Snakes & Adders Icon. HS1 and HS2 are for this purpose.
- If you get fed up with your high scores, you can reset the High Score table to its internal defaults.
- To reset the High Score table, simply delete both HS1 and HS2 from the Tool-Type information window.
- You can now achieve new high scores and these will be saved out again to the Snakes & Adders icon when you next leave the game.
- To view High Scores press the 'H' key on the title screen.

## 1.15 Continue Play..

\*CONTINUE PLAY\*

- As of version 2.00 of Snakes & Adders, you are given the option to continue playing from the last level you reached.
-

- There are 2 continues available, so you now have 3 lives to play the game with effectively.
- Should you decide to continue however, your score will be reset to zero.
- Of course you do not have to continue. In such situations, you may prefer a higher score rather than a higher level.

## 1.16 End

\*END OF GAME\*

- Should you manage to complete Snakes & Adders, the end sequence will be initiated.
- You will have to enter your name in the HIGH SCORE table.
- A surprise may await you. :)
- Oh and please send your HIGH SCORE once you've finished the game to the authors. See  
GIFTWARE/AUTHORS

## 1.17 Other keys..

\*OTHER KEYS\*

- As far as I know the A600 and A1000 have its cursor keys awkwardly placed so you can use other keys for movement.
- This is achieved via  
TOOL-TYPES  
settings on the Snakes&Adders Icon.

## 1.18 Tool-types..

\*TOOL-TYPES\*

- Snakes & Adders supports the use of tool-types.
- There are two main uses for tool-types:-

Setting keys for control. See  
CONTROLLING THE SNAKE

Add/Omit difficulty to/from the game. See  
GOING BACK ON YOURSELF

.

- It is extremely important that you *\*DO NOT BY ANY MEANS\** alter the two lines labelled HS1 & HS2 of tool-type information in the Snakes & Adders icon. This is for use by the game and altering these lines may have undesirable effects.

## 1.19 Controlling the snake

*\*CONTROLS\**

- I prefer *a,s,p,l* for movement, so in my tool-type information I have the following settings:-

```
LEFT=a
RIGHT=s
UP=p
DOWN=l
```

- If you're not sure how to change tool-type settings simply:-

Click on the Snakes&Adders icon once.

Then select from the Workbench menu 'Information..' or use 'RtAmiga-I'.

Then select the tool-type you want to change by clicking on it.

- Change the value after the '=' to whichever key you wish to use. Standard typewriter keys (The light coloured ones in the main keyboard area) are entered by pressing the key on its own (UnShifted).
- Any of the other keys require their name to be entered, for example "Right Shift", or "Help". For a complete list of all key names see

KEY NAMES

.

- The cursor keys can be entered as follows, but there is little point, since the cursor keys are the default values, so the same effect can be obtained by leaving the options blank.

```
LEFT=Cursor Left
RIGHT=Cursor Right
UP=Cursor Up
DOWN=Cursor Down
```

- Quotes are not required, but can be used.

```
LEFT="A"
RIGHT='Numeric Enter'
```

- If you are still unsure how to use tool-types consult your Workbench manual, or some dedicated Amiga owner who will definitely know.

## 1.20 Going back on yourself..

\*GOING BACK ON YOURSELF\*

- There is one more tooltype available for use in the game. This tooltype is called 'BACKONSELF'. The 'BACKONSELF' tool type takes one of two values, 'TRUE' or 'FALSE'. Its structure is as follows:-

```
BACKONSELF=FALSE      ;this does not allow your snake to go back on itself
                       ;and cause you to crash during the game.. (Default)
```

```
BACKONSELF=TRUE       ;this allows your snake to go back on itself and
                       ;cause you to crash during the game..
```

- The purpose of this tooltype is mainly to add/omit difficulty from the game, for the more 'hardened' games-player.

## 1.21 Quitting the game..

\*QUITTING THE GAME\*

- To quit the current game press the Escape key.
- You may be asked whether to continue or not.
- If you do not continue you may be asked to enter your name in the high score table.
- The "Game-Over" message will be displayed.
- From there, Escape or Space will take you to the titles.
- Pressing Escape on the title screen will close the game.
- Or you could just click on the close gadget. :)
  
- But why on earth would you want to stop playing Snakes&Adders? :(

## 1.22 Running the Game..

\*RUNNING THE GAME\*

- Double-Click on the programs icon from your Workbench, or
-

- Run it from the CLI if you prefer.
- When on the title screen, start the game by pressing the SPACE-BAR.
- You can run the game easily from a menu or a keyboard-shortcut using programs like Toolsdaemon, ToolsManager, etc. if you wish.
- In addition, you can run music in the background on programs like Delitracker, PlaySID, etc.
- Snakes & Adders will \*NOT\* interfere with audio.device.

## 1.23 Requirements..

### \*REQUIREMENTS\*

- An Amiga of virtually any type from one of the following:..  
  
A500,A500+,A600,A1000,A1200,A1500,A2000,B2000,B2500,A3000,A3000T,  
A4000[T]/xxx [substitute xxx with 030/040/060],CDTV & CD32  
with a keyboard.
  - Any of the above Amigas will require KS2.04 and WB2.04 or greater in order to run the program.
  - You must be running Workbench in 4 colours or more in order to play Snakes & Adders.
  - 8 colours is recommended, as the main Snakes & Adders icon is 8 colour.
  - Memory required: about 40-45K of Chip RAM, and 20-25K of anything else.
  - 68881/68882 are not used!
  - MMUs are not required! - It's only a game :)
  - As for RISC based Amigas based around the Power PC-603 & Power PC-604 (and any accelerator cards) as long as the 680x0 is emulated correctly, the game should work fine.
  - If you have got less than KS2.04/WB2.04 then we think it's about time you upgraded your Amiga.
  - If you don't upgrade, then you are an extremely disloyal Amiga owner. Hell, why should us developers hold back for people with low-spec Amigas. A quick message for those people "Kickstart 1.3 died when the A3000 arrived circa 1991/1992! Even 2.04 is fading a bit these days, especially with all the bugs in the ROM. SO UPGRADE YOUR AMIGA NOW!" The standard Amiga Spec these days is an 030 based machine with 6Mb/8Mb of RAM, 540Mb IDE and probably a CD-ROM. Heck, I know people with an 060/18Mb/1GB IDE/4xCD-ROM and a MultiSync on their A1200's. Now that's Amiga dedication for you!
-





- 3.5" disks HD or DD (you can never have enough disks!) :)
- Any Amiga program you have written. Shareware stuff is accepted, if you accept this program as a Shareware fee that is.
- Any Amiga spare parts (IC's, psu's, RAM, drives, etc).
- Any Amiga unwanted games (Original's only!).
- Chocolate Chip Cookies (in packets or boxes preferably!).
- Jaffa Cake Biscuit (in packets or boxes preferably!).
- Stella Artois (Mine's a pint please!!!) :)
- Pepsi Cola - regular! None of this MAX stuff!
- Any rather sexy attractive females out there. The postage might cost a bit though! ;)

Send Gifts via.. '@' to.. the don & recoil (mds)  
33 Cartmel Crescent,  
Chadderton,  
Oldham,  
Lancs.  
ENGLAND.  
OL9 8DA.

- Hopefully, this game should be on the next Aminet CD when it's released. Which ever one it is. :)

## 1.26 Amiga Magazines..

\*AMIGA MAGAZINES\*

- By all means you can include this game on your Coverdisk(s) or Coverdisc(s). The only condition is that you plug our group:..

Micro Dimensions Software

- and that you mention the authors:-

Nic Perrin & Rob Wilson

- a screenshot would be nice too! A bit of fame at long last.. :\*)

## 1.27 Tested on..

\*TESTING HISTORY\*

---

- This game has been tested on the following Amigas:..

```
A500+  2Mb Chip/0Mb Fast - 420Mb IDE @  7.09 MHz (68000)      KS2.04
A500+  2Mb Chip/2Mb Fast - 420Mb IDE @  7.09 MHz (68010)      KS2.04
A500+  2Mb Chip/6Mb Fast - 420Mb IDE @ 14.90 Mhz (68020+68882) KS2.04
A1200  2Mb Chip/8Mb Fast - 420Mb IDE @ 50.00 MHz (68030)      KS3.00
A1200  2Mb Chip/8Mb Fast - 540Mb IDE @ 14.31 Mhz (68020+68881) KS3.00
```

## 1.28 Remember..

```
*****
* AN AMIGA IS FOR LIFE! - NOT JUST FOR CHRISTMAS! *
*****
```

## 1.29 Keyboard names..

\*KEYBOARD NAMES\*

- Here are the names of the non-typewriter keys which can be used in the tool-types. (In roughly the order that they appear before me. ;) )

```
      F1  F2   F3   F4   F5   F6   F7   F8   F9   F10
Tab                                     BackSpace  Delete  Help
Ctrl                                     Return
Left Shift  Left Special                    Right Special
Left Alt    Left Amiga                    Right Shift
Left Alt    Left Amiga                    Space     Right Amiga  Right Alt

Numeric (   Numeric )   Numeric /   Numeric *
Numeric 7   Numeric 8   Numeric 9   Numeric -
Numeric 4   Numeric 5   Numeric 6   Numeric +
Numeric 1   Numeric 2   Numeric 3   Numeric Enter
Numeric 0   Numeric .
```

- If that looks gibberish, you're probably viewing this document in a proportional font. Try Topaz.font.

```
*****
* IMPORTANT NOTE FOLLOWS *
*****
```

- Left Special, and Right Special are the little BLANK keys, one next to the LEFT SHIFT key and one next to the RETURN key.
- If you have a FOREIGN KEYBOARD i.e. not a British one (or an older machine), these keys \*MAY NOT BE PRESENT\* or they may have something

printed on them.

- \*IF\* they are not there, \*DO NOT USE\* these tool-types, or you will have a non-movable snake. ;)

### 1.30 Program history..

\*PROGRAM HISTORY\*

- v1.00 - » FIRST RELEASE ONTO AMINET «
  - v1.01a - » RELEASED LOCALLY - NOT AMINET «
    - BUG FIX - ALLOC\_MEM had been set to CHIP by mistake. ALLOC\_MEM now set to ANY.
- Sorry to all those who could not play the game on CHIP RAM only Amigas.
- v2.00 - » SECOND RELEASE ONTO AMINET «
    - Modified game graphics to 4 colours.
    - Added Hi-score table.
    - Added Hi-score save feature.
    - Added Continue play option.
    - Restructured some of the levels.
    - Added various new 4/8 colour icons.

### 1.31 Future updates..

\*FUTURE ENHANCEMENTS\*

- Possible enhancements for v3.00.
  - These are just ideas. They should not to be taken seriously. Some may be implemented, others may not. We are rather busy with other projects.
  - Attributes for Question Marks..
    - reverse control.
    - speed up.
    - slow down.
    - level jumps.
  - More levels.
  - Increased playing area size.
  - Specify number of colours for WB with more than 4 colours via tool-type.
-

- Level designer.
- Scaleable graphics/playing area.
- It's like we said, adding new features does count on many things, e.g.

\*GIFTWARE DONATIONS\*

, encouragement from \*YOU\* and enough time to put  
them into practise.

## 1.32 Thankyou..

\*THANKYOU\*

We, at Micro Dimensions Software would like to thank the following:-

IN THE U.K.

~~~~~

"alias" (Monochrome BBS) - Four-line random source can't be bad!

"urchin" (Monochrome BBS) - The guy who first reported the CHIP  
RAM only bug in v1.00 of Snakes&Adders. Cheers!

"threap" (Monochrome BBS) - The lucky blighter with an A4000/040!

"redvers" (Monochrome BBS) - For some interesting chats!

and everyone else we know on the Monochrome BBS..

IN GERMANY

~~~~~

Thaddäus Wartenberg - What a great guy! He sent us a piece  
of the old Berlin Wall for our Giftware request! He wanted us to update  
the game and we even sent him this update as he doesn't have internet  
access. Hope you Enjoy it!

IN THE U.S.A.

~~~~~

Steve Lee - Our first reply off Aminet! All the  
way from Washington, he loved the game - he wanted colour and a high  
score table - and now he has!

AMINET

~~~~~

The moderators - Version 1.00 of this game was voted  
the best 'Snakes' game on Aminet and found its way into the games/best  
on the 'Aminet Set 2' CD collection. We thank the guys who run Aminet  
and hope that this version will make it on the 'Aminet Set 3' CD  
collection. Without these guys, where would the Amiga be now?