

## *Wild Snake*

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The nest of deadly snakes has been disturbed by seismic experiments in a remote location. Now the snakes are slithering to the surface, causing confused terror in attack on everything that crosses their path. There is a way to control this madness, but it's not going to be easy. The snakes from this nest tend to eat snakes of the same color and design. If you can guide the slithering masses so that snakes of the same type meet and eliminate each other, then the world could be saved from this snake infestation. It's all up to you! Guide the snakes, find matching pairs and keep the population under control!

Press F1 to get Help on Help for MS Windows™ 3.1

In order to get more details about Wild Snake, the following topics are available:

- ▶ [Options and Controls](#)
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### **Options and Controls**

There are a number of buttons in the right side of the Main panel. Use them to control Wild Snake.

**Start** - You can start the game by pressing the Start Button.

**Music** - turns background music on/off.

**Sound** - turns sound effects on/off.

**Level** - You can press this button to select game level of difficulty.

**Well** - You can press this button to select shape of the well.

**Stop** - stops the current game action. If the game already have been stopped, quits to Windows.

You control the head of snake, moving it to the left and right as it slithers downward. When the snake reaches a dead end, it will stop slithering and freeze in place. To drop snake press Space key.

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### How to play Wild Snake

#### **Object**

The object of WildSnake is to keep the snake population in the playing field under control by matching the colors and designs of the snakes and letting snakes of similar types eliminate each other. If the pile of snakes reaches the top of the screen, the game is over.

#### **Game Screen**

The Main game panel consists of three main elements:

##### Playing Field

This is where most of the action takes place. As snakes fall into this area, your mission is to manipulate them so that they touch and eliminate snakes of their own kind. The playing field can be in one of three different shapes. The standard rectangle is best for novice players. The shapes with narrow sections and obstacles are more suited to players who are looking for a new challenge.

##### Preview Box

This small area. Pressing the Y Button activates or deactivates the preview feature.

##### Level Info Field

This area displays the various types of snakes available in the current difficulty level.

##### Controls Field

You can see [option and control](#) buttons in the right part of Main Panel.

#### **Snake Moves**

Snake fall into the playing field one at a time. Your goal is to guide the creatures so that they eliminate as many snakes of the same color and design as possible. You control the head of snake, moving it to the left and right as it slithers downward. When the snake reaches a dead end, it will stop slithering and freeze in place. If the creatures below a particular snake move or are eliminated, the snake will slither down naturally until it reaches another dead end, eliminating snakes of the same type as it goes. This remobilisation of the snakes in a pile can cause the entire pile to shift and shrink, leaving space for more snakes to fall.

#### **Special Snakes**

There are two types of special snakes that fall into the playing field at random: the Wild Snake and the King Cobra. The Wild Snake is a flashing creature that eliminates all of the snakes in the pile that match the first snake that it touches. The King Cobra is a creature that falls straight into the field with no input from the player and eliminates all of the snakes in its path. Both of these creatures can cause a cascading chain reaction

and drastically change the pile of accumulated snakes.

### **Well Shapes**

Well Shapes option determines the shape of the playing field (well). There are three different well shapes which range from a standard vertical rectangle to a branch pattern to a field that is littered with obstacle blocks.

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### **How to get scores**

#### **Slithering Strategies**

Here a few things to keep in mind while you try to control your snake population:

1. As you steer a slithering snake, you can touch and eliminate more than one snake of the same tipe. Look for multiple eliminations opportunities and choose your route wisely.
2. Arrange snakes in columns at the bottom of the screen so that as many snakes as possible are exposed. This will make for a lot of matches and an easy-to-manage group of snakes.
3. You can make the snakes fall into columns by dropping them straight down, one square to the left or right of a snake or wall, then turning them toward the barrier as they hit bottom.
4. Snakes vary in length. Make sure to position long snakes so that horizontal sections won't cover other snakes.
5. Think ahead! When a new snake drops, be aware of where snakes identical to it lie. If an identical snake lies buried under a different snake, position the dropping snake so that it will automatically cascade into its mate if the snake lying between them is eliminated.

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### **Credits**

**These people made the game for you:**

Idea, working model for DOS

**Alexey Lysogorov.**

Game design

**Eugene Sotnikov.**

Programming

**Serge Skakov, Vadim Sytnikov.**

Artwork

**Stanislav Kondratiev, Natalia Chubarova, Serge Fomichev.**

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**Nick Stukalin.**

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