

# **Sneech**

Paul Burkey

Copyright © 1995 Daisy Software. All Rights Reserved.

---

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> Sneech		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Paul Burkey	June 24, 2025	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Sneech</b>	<b>1</b>
1.1	Contents Page . . . . .	1
1.2	Copyright Details . . . . .	1
1.3	The Sneech Screens . . . . .	2
1.4	The Menu/Title Screen. . . . .	2
1.5	The League Screen. . . . .	4
1.6	The Options Screen . . . . .	4
1.7	The Points Screen . . . . .	4
1.8	The Statistics Screen . . . . .	5
1.9	Hard Drive Install . . . . .	5
1.10	About The Author . . . . .	5
1.11	Introduction . . . . .	6
1.12	Sneech Features . . . . .	6
1.13	Recent Sneech Changes . . . . .	7
1.14	The Computer Players . . . . .	9
1.15	The Game Itself . . . . .	9
1.16	Extra Game Elements . . . . .	10
1.17	The Size Pills . . . . .	12
1.18	Teams and Learner Mode . . . . .	12
1.19	Viruses . . . . .	13
1.20	Shopping! . . . . .	14
1.21	The Special 'IT' Bonus . . . . .	15
1.22	Extra Size . . . . .	15
1.23	Extra Speeds . . . . .	15
1.24	Reverses . . . . .	16
1.25	Bombs . . . . .	16
1.26	Deflectors . . . . .	16
1.27	Extra Life . . . . .	16
1.28	Super Scooper . . . . .	17
1.29	Pass Through . . . . .	17

---

---

1.30 Random Factor . . . . .	17
1.31 No Dead Money . . . . .	17
1.32 Stunner . . . . .	17
1.33 Constant Speed . . . . .	17
1.34 Slow Scooper . . . . .	18
1.35 Self Reverse . . . . .	18
1.36 Survive as 1 . . . . .	18
1.37 Speed Booster . . . . .	18
1.38 Shields!! . . . . .	19
1.39 Auto Turn . . . . .	19
1.40 Bomb Grab . . . . .	19
1.41 Stun Grab . . . . .	19
1.42 Loan Page . . . . .	20
1.43 The Rating System . . . . .	20
1.44 The Hi-Score Table . . . . .	21
1.45 Saving & Loading A League . . . . .	21
1.46 Joystick Adaptor Info . . . . .	22
1.47 My Contact Address . . . . .	23

---

# Chapter 1

## Sneech

### 1.1 Contents Page

```
,-----,
|Sneech Registered Version By Paul Burkey Updated on 18-8-96 Version 1.51 |
|-----|
|This is the Full Game Guide but it is also included with the Demo version |
|If you've got the demo Version then read the SneechDemo.Guide as well  |
|-----|

    Copyright Notice      :- Read Me
    About The Author     :- Sneech Master!

    Introduction          Feature List
    Sneech History        Adaptor Information
    Hard Drive Install

    The Game Itself       The Sneech Screens
    Money And The Shop    Rating System
    The Computer Players  Teams etc.
    The Hi-Score Table    Extra Game Objects
    Saving & Loading A League

    Contact Address
```

### 1.2 Copyright Details

Copyright Notice

=====

This is the Full Sneech Game and can \* NOT \* be spread by any means without written consent from the author!

Leave this disk Un-Protected as the Hi-Score table will be updated and save to disk each time you play. Because of this you should Make a Backup copy and keep it safe. A new copy can be obtained by sending a disk & Stamp to me.

If you did not receive this game from ME 'Paul Burkey' personally, you should NOT be using it! If you have not paid the £5 registration fee for it then why not send it along today! This game is my pride and joy! and because of

this I am constantly updating it so if you do register you will get the latest versions and also receive updates whenever any major changes are made.

I can't afford to spend time updating this game when I could be working on some new games. If the cheques continue to come in for this game then I will continue to update it.

If you don't think it's worth updating because you think there wont be any decent changes made to the game to be worthwhile then your wrong! I have some major plans for updates including a much bigger shop selection. Handicaps for players that are learning and full end of game statistics with bonuses. Many more free objects and much more.

So if you are registered then get your order in for the next version by sending 3 stamps or a stamp & Disk. If you are not a registered user then send you £5 today and tell me where you got hold of this game! If you see this game advertised with (Full Version etc) then tell me about it. The more I get ripped off the less money I have to develop the game so please help. I must first tell you about the PD version that is to be released. It will be a full game with some features taken out. Hopefully this will encourage more registers so that I can put a lot of extra work into the game!

Thank You.

## 1.3 The Sneech Screens

Heres a description of the various screens within Sneech:-

1. Menu/Title Screen.
2. The League Screen.
3. The Options Screen.
4. The Shop Screen.
5. The Points Screen.
6. Hi-Scores Screen
7. The Statistics Screen

## 1.4 The Menu/Title Screen.

This is the center of the Sneech Game.

You will notice 10 sets of Icons for setting up your 10 players. They can be Human, Computer, or Off. There's a Maximum of 6 humans and up to 10 Computer Players.

First choose how many players you need by selecting the control Icons these will cycle from...

Off, Joy1, Joy2, Left Keyboard, Right Keyboard, Adapter 3, Adapter 4.  
Computer.

↔

Keyboard Controls are.....

---

	Left Keyboard	Right Keyboard
Up	Ctrl	Curs-Up
Down	L Shift	Curs-Down
Left	L Alt	Curs-Left
Right	L Amiga	Curs-Right
Select	Z	Return

#### Colours

-----

Now Select your colours by clicking the colour Icons. With the computer Players this will change the tactics and difficulty Computer Players

There is nothing stopping you from having an 10 player game when your all Black! or a one player Game against 3 Blonde, 3 Black, 3 Chrome!

Under the colour Icon there is another button that pops up a simple colour selector type thing. I hope this makes life a bit easier.

#### Names

-----

Now you can change the names of the Human players by clicking on the name and entering the new name with the keyboard. The Computer Players Names can't be changed.

#### Player Type

-----

Selecting this icon allows you to choose what type of player he is. See , Player Types.

-----

Here are the various Buttons From Left to Right :-

#### Save Settings

-----

This Will save the current Names/Colours/Teams and options to the disk. From now on, whenever the game loads these settings will be used.

#### Load

-----

This Will Allow you to continue an old Un-Finished game.  
If There is no Un-Finished game then you will be given a chance to load the settings last saved to the disk. If you don't want these, you will be given the chance to load the default settings with all the names and colours reset.

#### Merge

-----

This option allows you to merge the Hi-Scores from two disks together. If you keep a backup of your disk then this is usefull for keeping the two different Hi-Score tables the same.

#### Quit Button

-----

This button in the upper left of the screen will allow you to exit the game and return you to Workbench.



```
Hi-Scores
=====
Hi-Scores

Start Game
=====
This is used to start a New League. Once the players have been chosen the
new league will begin with the current Settings/Options.

Options
=====
Options Screen

About
=====
Messages and info about the current version of Sneech!

Demo
=====
The demo button is used to have a quick game and also to let you show new
players how it is done! In this mode you can select computer players only
and sit back and watch.
```

## 1.5 The League Screen.

This Screen shows the current league table with each players current Points, Money and Rating.

From here you can continue the game or Quit the game. You also have the chance to Save the League to be continued another time.

## 1.6 The Options Screen

This Screen allows you to change a few of the important options. They are:-

```
Amount of Games    :- The amount of games to be played in a single league.
Minutes per Game   :- The amount of time in Minutes each game lasts.
Growth Type        :- Size
Door Opening Type  :- You can have No doors, Open doors or Keys Mode.
Points Screens     :- Allows you to turn of the score screens. All the usual
                      points will be given including the Random Factor.
Statistics Screen  :- Allows you to turn of the Game Statistics. Again, all
                      the usual scores and bonuses will be given including
                      the Survival Bonus, Size Bonus etc. etc.
```

## 1.7 The Points Screen

---

This Screen gives you the points for the game.....

#### Finish Bonus

=====

A Bonus which depends on the order of death and the time of death. If you survive by getting into the Exit Door you will receive an extra 100 Points.

#### Size & Speed Bonus

=====

A Bonus depending on your average size and speed.

#### Kill & Damage Bonus

=====

Depends on the amount of kills made and the amount of damage made. Kill points are shown for each player at the start of each game.

After the Results Run Down you will the be shown The Statistics Screen.

## 1.8 The Statistics Screen

You will see the main game points awarded on the Results Screen but there are also a few extra points awarded on this screen like.

Size Bonus	:- A Bonus for Huge Sizemanship.
Speed Bonus	:- A Bonus for Silly Speeding.
Big Kill Bonus	:- A Bonus for Mass Murder.
Big Money Bonus	:- A Bonus for exceptional Money collecting.
Survivor Bonus	:- A Bonus awarded for surviving as 'IT'
Others ?	:- Maybe!

As well as these bonuses you will also see a more detailed description of all the other Bonuses like exact Kills, Damage, Speed, Size, Money Collection and Money interest.

## 1.9 Hard Drive Install

The game should run on a Hard Drive without any problems.

Make A Drawer On Your Hard Drive EG. DH2:Games/Sneech

Copy to this Drawer..

Sneech	< Main Game Exe.
Sneech.info	< .Info file.
SneechFiles	<Dir> < Sneech Game Files.
Sneech.Guide	< This Guide.
Sneech.Guide.info	< It's Info file

## 1.10 About The Author

---

About Me

-----

I have been programming the Amiga since 1991. Most of the time was spent writing Educational Games and not making a penny from it. Also writing games that don't get finished is another of my hobbies. I took a break from the Amiga for 18 months in 1993 to learn Structured Programming and the languages COBOL and 'C'.

I'm now back with the Amiga so look out for some of my future projects.

As well as a Printer, Hand Held Scanner, Sampler etc. I use :-

A500    WB1.3                    512k Chip   512k Fast Mem  
A1200   WB3.0   340Meg HD    2Meg Chip   4Meg Fast Mem + USR 28.800 Fax/Modem

Other Games of mine are :- Other Games

Thanks for supporting me, I hope you have many hours of good Sneeching!

## 1.11 Introduction

Introduction

-----

Sneech is a fast paced 'Worm Game' game for up to 10 players at a time. You can play against 9 computer players depending on how many human players there are and is as far as I know the first game ever to allow all 10 players to play simultaneously on screen. This is why the game is so much fun to play.

The game has been played and tested for since Nov-94 and in this time many changes and additions have been made. So the game has adapted to suit the needs of many people.

When you first play Sneech it might seem at first to be just another Worm game. You might find it too difficult or fiddly to play. Please!!!!? Stick at it and you will soon get the hang of it. The game was really designed to be used by 2 or more human players but it can be played by 1.

But for best results play in a darkened room with the sound turned up to full and just sprinkle 6 humans and add 2-4 more computer players for taste! Also the later in the day the better! Office hours will do but I recommend you use up as much bed time as you can!

Before I continue, there are some known bugs Sometimes you will find the odd block or piece of 'worm' left on the screen. It all adds to the random element that makes every Match different. If anything really gets up your watsit then write to me and I will do something about it. Each time I update the game it becomes more bug free so make sure you update!

## 1.12 Sneech Features

---

## Latest Feature List

-----

Up to Six Human Players (4 Joysticks) + (2 on keyboard)  
 Up to 10 Computer players (Depending on No. of Humans!)  
 Computer Players have different tactics!  
 You can control your own speed by collecting the speed pills  
 There are Slow-down Pills If you get too fast!  
 You gain length by picking up size pills,  
 You loose length by Crashing and you only die when you shrink to nothing!  
 Pick up bombs and then crash into another player!  
 Blockers Appear to make the game more interesting (Avoid)  
 Slip-Mats That let you slide smoother.  
 Reverses are used when you get totally stuck.  
 Super Scooper for easy object pickup!  
 Pass through to er, Pass through.  
 Doors open to allow you to sneak through and make a short-cut.  
 Lots of options.  
 Special Last Game and Random Arenas.  
 Auto Save Hi-Score.  
 It saves Best Rating, Speed, Size, Kills and money.  
 Special Bonus for Surviving as 'IT' or killing an 'IT'  
 Stunners!  
 Deflectors!  
 Shields!  
 Auto Turn!  
 Viruses  
 A couple of Un-Documented Random Features!!!!  
 Slow Down Mats are Opposite of Slip Mats!!  
 New Shop items like Constant Speed, Slow Scooper, Survive as 1 And more!  
 Bank Loan options if your stuck for cash.  
 Learner mode for Sneech Beginners!  
 Flexible Team modes!  
 Load & Save The League!  
 It Makes a Backup of your leagues as you Play in case of Power-Cut etc.  
 And last but not least the RANDOM FACTOR!!!

## 1.13 Recent Sneech Changes

From Version 1.2.....

Save All game Set-Ups.....  
 You can automatically grow and concentrate on the Killing!  
 Open Doors key!  
 Demo Modes! (Computer only and practice)  
 A tiny bit smoother!

From Version 1.26.....

Doors Have Safety Lights to warn of Blockages  
 Bigger Arena, about 20% Bigger.....  
 Small Bugs Taken out..  
 Black And White pickup!  
 Should work on A500 1/2 Meg Chip!  
 Walls and general Graphics are now Tidier and clearer.

---

From Version 1.27.....

I have added another 2 players to make it 10 in total...  
Added Mr.Grey, It's hard to see him!  
Added Mr.Chrome, He looks nice!  
Bit faster in general.  
The game now used a joystick adaptor for 2 more human players....  
There was a problem with 4 joysticks.

From Version 1.28...

I think the 4 joysticks work now. I hope there are no hidden bugs!

From Version 1.29...

Yep There were Adaptor Bugs but their fixed!!!  
In-Game Documents have been taken out SORRY!  
You should now have a FREE Version of my new AmigaGuide Reader so now even WB1.3 users should be able to read them. Well you are aren't you?  
You are some of the very first users of SmoothGuide so tell me what you think of it. I can update the Sneech Guide with a lot more detail so you won't need the Sneech.doc any more.  
Extra 2 Computer Players Mr.Gold and Mr.Bogey!  
Computer Players are now MUCH better!!!!  
Camera Scrolling is now improved and you shouldn't be going off the screen very often, unless you are going very fast that is....  
The Last Arena Screens now appear mid game.....  
There should be more Free bombs.

From Version 1.3...

You can now save a League at any point.  
Reload An Old League.  
If a Game Crashes or there's a Power-Cut you can Re-load and continue!

From Version 1.4...

Team Modes!  
Learner Mode!  
Many more Shop Items...  
Bank loan Options.  
Extra Hi-Score Features like Money, Speed, Size, Kills.  
Full End of game Statistics with more bonuses.

From Version 1.45...

Green Virus!  
Extra Graphics thrown in to good measure.  
Points Hi-Score.

From Version 1.46...

Fixed a bug in the Joystick Adaptor.  
Changed the Learner Mode. There's no Shop but loads of Free Goodies!  
Added 25% and 50% Shield.  
Added Auto Turn!

---

From Version 1.48...

Can't remember what I added here ;) Fixed a few bugs and stuff Prob.

From Version 1.5... (Update to fix a few requests since Aminet Demo)

Points Screen, now optional.  
Statistics Screen, now optional.  
Speeded up a few fades as well as a faster Extra Life section.  
Added Virus Options.  
New Deflector Pick-up.  
A Few game tweaks ;)

From Version 1.51 (Bugfix)

Fixed the finish points bug where the last player out didn't get any points!!  
Speeded up the into section and added a button skip for the red face fade bit.

## 1.14 The Computer Players

The Computer players are now split into 'Star' Ratings The 4 Star players are the toughest and the 1 Star players are a fair bit easier.

From now on you'll have to experiment to find out the different characters of each player Heres a couple for you...

Mr.Pink Loves his speed but tends to run into trouble all to easy.  
Mr.Black Loves Bombs and deflectors so beware.  
Mr.Blonde All round cheeky git.

The star ratings can be seen by using the Colour Menu Buttons.

## 1.15 The Game Itself

The Game!

-----

The game itself lasts for 4 or more minutes.  
After a small countdown the game will start!

The game is split into 3 time periods these are :-

Green	Start off Period	(Get going!)
Blue	Game Time	(Best Points Time Zone)
Red	Extra Time	(No pills! Exit open!)

The object of the game is to gain more points than everyone else. And at the same time collect as many Money tokens as possible.

You have until the end of the Green period to start moving in any direction you want. After this you will automatically move in a random direction. The Game continues until all the players are dead or the time is up.

---

There are a variety of different Game Extras to help you out with each game.

You gain points by killing people. If you do kill someone you will get their kill bonus as displayed at the start of the game. To kill someone you will have to force them to crash into you. When this is done they will shrink a little and you will grow a little. If they shrink below 2 pieces then they are killed.

After the normal time has run out and you go into the extra time, A door will appear. You will have to exit by moving into the door! You don't have to go straight in but you will receive 100 points for ending your go this way. If you don't make it into the door and the extra time runs out then you will simply shrink to death! and loose out on your 100 finish bonus.

## 1.16 Extra Game Elements

During a game you will come across various game objects. Some are Arena objects and some are Collectable objects.

### Arena Objects

-----

#### Blocks (Striped or Metallic)

Various shaped blocks appear at random. You should always avoid them.

#### Slip Mats (Light coloured Squares)

These allow you to move at a higher pace.

#### Slow Down Mats (Dark Coloured Squares)

These make you move at a slower pace.

Note. Don't get confused between Slow/Slip mats and the Chequered floor.

#### Holes (Easily noticable!)

Avoid at all times. Any contact with the holes will reduce your size much faster than any other objects.

#### Ramps And Bumps

You might come across sections of the floor that are raised. As you would expect traveling across these will alter your speed. I've added an extra element to a player's movement, that of 'momentum' when you move up a hill you will of course slow down if you then move on level ground the slow down will eventually cancel out. When you travel down a hill you will gain momentum and travel at a faster pace. Again, this will cancel out when you travel on level ground.

### Ice!

These dont appear very often but when they do you should avoid them. When you cross a patch of Ice you will loose your ability to turn! It can be done but it's not reliable!

### Collectable Objects

-----

#### Size Pills (White)

Add size to a player. See also Size

#### Speed Pills (Black)

These will increase your general speed by a factor of 1. This will last for a short while and then wear off. You will have to collect one every so long to maintain a speed that you are comfortable with.

#### Money Token (Green)

These hold money in amounts of 1,2,3,4 Hundred.

#### Money Box (Gold)

These hold 3 Money tokens.

#### Key (Key Shaped)

When the key appears, anyone can collect it. When it is collected the doors will open! and you will then be allowed to pass through the doors. The door to the right will bring you out of the door on the left and the door on the left will bring you out of the door on the right and the top and bottom doors work in the same way. The doors can be used as short cuts as well as being a quick escape if you are being chased. The only advantage to picking up the key is that 3 money tokens's will appear and you will be the closest to them when the doors have open.

#### Slow Down Pill (Yellow Square with Black Centre)

Slows down a player by a factor of 1.

#### Bomb (Bomb Shaped)

A Free Bomb See, Bomb

#### Deflector (Black circle with white cross)

A Free Deflector, Deflectors

#### Mega Size (Black and White Cheque)

Collecting this will increase your size until you crash into something.

#### Extra Life (X Shaped)

This will give you an extra life!

---



Virus (Large Square with Black circle in the center)  
See, Viruses

There might be some Un-Documented Features!!!!!!!!!!

## 1.17 The Size Pills

Sneech has 2 Modes for Size and they are changed in the Options Screen:-

Size Pills  
-----

In the normal mode small white pills will appear now and then for you to collect these pills will add between 5-15 onto your Size. Extra pills will appear if there are more players on screen.

Auto Growth  
-----

In Auto mode there are only a few size pills but you will simply grow with time. This way you don't have to worry about size and you can get stuck into the killing! This is a recommended Mode because it makes the games more exciting You don't have to collect as many objects and there's more attacking going on.

## 1.18 Teams and Learner Mode

Each player can either play as a single player with his own points/money etc. or he can play as a member of a team.

There are 7 Teams to choose from:-

Red, Black, Green, Blue, White, Yellow, Purple.

This is selected in the Title/Menu Screen.

You can have up to 7 teams but if a team has only 1 player then it is optional whether you have him as a team or a single player! Teams of over 5 are not recommended as the rating is affected by the amount of killable opponents.

Mixed teams are recommended ie. Computer/Human teams!

When Teams are selected the Money & Points of all the players are added together and spread through the members equally after each game. In the League Screen Each player will share the same Points and Rate, but the Money may differ depending on whether the players used the loan options.

There are a number of advantages for teams:-

1. Bombs/Stunners/Viruses etc won't be used against team members.
  2. Computer players will not attack their own human team members.
-

3. You will Shrink at a slower rate when crashing into your own team members.
4. You can protect you own team members especially when they are 'IT'
5. Your Rate is better with more team members because there arent as many Killable worms.

There are a number of disadvantages:-

1. If a member dies very quickly or doesn't do very well, it will affect the teams rating.
2. There are no kill/damage points for your own members.

On the whole the team modes ad a lot to the game. They make a league more exiting because it is harder to shoot ahead. If a team is doing very well then the other teams can pick on the not so good members of that team making it harder for them to gain points as a team!

-----

Learner Mode

-----

An extra mode to choose is the learner mode.

The Learner players will have automatic Shop selection including...

Super Scooper  
 Slow Scooper  
 2 Extra Speeds  
 3 Reverses  
 Both Shields  
 Auto Turn  
 Deflectors  
 Reverses  
 Self Reverse  
 40 Extra Size  
 Constant Speed!  
 Survive As 1

It doesn't matter what money you have, all these will be given!

The disadvantage is a 25% Reduced Rate and no Shop Choice.

## 1.19 Viruses

At the moment there is only one type of virus:-

The Green Virus

-----

When or if someone collects the green virus he will then become infected!  
 The symptoms are Random Skrinking and a strange Greenishness!  
 The virus can be passed on by any type of contact with other players!  
 Once it is passed on that player is then clear of the virus as it passes on totally to the other player! The player who passes on the virus is immune to it for a short while but after a short while or repeated bashings it will

be passed back! The virus will stay until someone linked or not linked with it is killed!

Virus Points And Damages  
=====

Damage points are awarded to the previous Virus Holder!  
If a Player dies because of the Virus then the previous Virus Holder gets the kill points!

More Viruses soon.....

## 1.20 Shopping!

Money and The Shop  
=====

During the game small green tokens will appear. This is where you get your money. Sometimes small yellow tokens will appear. The yellow ones are money boxes and they explode when you touch them, sending approx. 3 to 4 green money tokens out around that area for you to collect. When someone is killed off before the extra time period approx. 4 green tokens will be left behind. If that player was the second to last player to die, then approx 4 yellow money boxes will appear. As you can see, the best way to collect money is to kill everybody else off!

The Shop  
=====

The shop is quite compact and does look a bit complicated when you first see it. I have recently added 5 more shop items and a Money Load option. You will see in the middle of the shop 3 red buttons and one green button. These will take you to the two pages of shop items and the Loan page.

Upper Shop  
=====

At the very top of the shop you can see the Player's name and money.

Below this are the 5 items that you can buy more than 1 of....

Extra Size  
Extra Speed  
Reverse  
Bombs  
Deflectors

You can buy more than one of the above but you can only buy 1 of these.

Extra Life

Shop page 1....

Stunner

---

Super Scooper  
Random Factor  
Pass Through  
No Dead Money

Shop page 2.....

Constant Speed  
Slow Scooper  
Self Reverse  
Survive as 1  
Speed Booster

Shop Page 3.....

25% 50% Shield  
Auto Turn  
Bomb Grab  
Stun Grab

## 1.21 The Special 'IT' Bonus

Sometimes when a game starts you will notice a circle around one of the players, this player is chosen to be 'IT'.

There is a special Points Bonus for killing this person off '150-210 Points'.

If this player lasts the game without getting killed off by one of the other players then that player will get His own Kill Points and a Nice Money Bonus!

## 1.22 Extra Size

Extra Size :- \$10

Something to spend the loose change on. You will start off with a size of 10+ anyway, But this will allow you to go in for an early kill with a bit of extra size to play with.

## 1.23 Extra Speeds

Initial Speeds :- \$400

This Lets you start off the game on a faster speed. As usual it does wear off just like the speed pills. I would recommend getting at least 1 of these if you have the money. If you start the game off faster than everyone else then you will be able to pick other items up before they get to them!

---

## 1.24 Reverses

Reverse :- \$250

If you have reverses and you are ever trapped completely (that is on all 3 sides), you will be reversed and the tail becomes the head and the head becomes the tail.

## 1.25 Bombs

Bombs :- \$200

As you know already, the bombs will blast a nice hole through a tail. they are best used to avoid being blocked off but they are also good for finishing off someone when they get too small.

## 1.26 Deflectors

Deflectors :- \$200

When anyone tries to ram you with a bomb and you have a deflector then the blast will be deflected onto them.

## 1.27 Extra Life

Extra Life :- \$600

Another most useful item, some people don't bother with these but I would recommend you do, when you have the spare cash.

When you are killed off in a game you will be given the chance to come back into the game. You will see a Green pointer in the place that you were killed you can move this anywhere in the arena. After about 6 seconds the game will restart with you in the position of the green pointer.

When you come back into the game your Size and Speed are set to normal. Any other items you have like Reverses, Bombs, Scoopers etc. will remain active.

If you are killed in a game and you feel it isn't worth coming back then you can select not to return by pointing the Green pointer outside the arena. When this is done you will keep the Extra Life for another game saving you \$600 (The cost of an Extra Life). Remember that you will miss out on 100 points for finishing the game and also that the very last player in the game gets the prize money!

---

## 1.28 Super Scooper

Super Scooper :- \$230

This lets you pickup objects easier. Instead of passing through an object you can simply pass by.

## 1.29 Pass Through

Pass through :- \$500

Not used very often, only to show off with how much money you have! this will allow you to pass through yourself (only one part at a time!).

## 1.30 Random Factor

Random Factor :- \$300

Use this when you are hard up for points. When the Random Factor awards you some points you could get 120 Points or More!!

## 1.31 No Dead Money

No Dead Money :- \$150

When you die (Before Extra Time) a bit of money is awarded or left behind, But with this you can stop the others from getting any money bonuses.

## 1.32 Stunner

Stunner :- \$350

Use this to stun the first person to crash into you! The stun will last approx 40 seconds. After this a small count down will bring him back into the game.

## 1.33 Constant Speed

Constant Speed :- \$800

Usually, you will be collecting speed pills all of the time to keep your speed up because after a while the speed pills wear off.

If you buy a constant speed it will stop the Speed Pills wearing off so you

---

can simply pick up 4 pills and that will do you! Also the initial speed that you buy in the shop will stay with you for the whole game. The only way to slow down with the Constant speed is to collect the slow down pills!

### 1.34 Slow Scooper

Slow Scoop :- \$150

When you have a Constant Speed or any other time when you are going very fast you might find it difficult to collect the slow down pills. This Slow scoop will allow you to scoop them up easier.

Note. The normal Super Scooper doesn't work with Slow down pills.

### 1.35 Self Reverse

Self Reverse :- \$350

Sometimes you might find that you get blocked up and you are forced to use up a reverse on yourself. This item will reverse you without using up the usual Reverses. It lasts the whole game and can be used many times. You can even use it to simply reverse so that you can control the other end lets say because a good item is closer to the tail than your head. It is used the same as a normal Reverse except it is only used when no other player is involved in the blockage.

### 1.36 Survive as 1

Survive as 1 :- \$400

This is a very interesting device that allows players to survive when they are only 1 piece long.

At first it seems a bit pointless or at least expensive but when you realise that it allows you to simply turn back on yourself anywhere you like, even in a dead end you can simply turn back!

The drawback with the Survive as 1 is that you won't Auto Grow from a size of 1. The only way to grow it pick up a White Pill or be crashed into by another player!

### 1.37 Speed Booster

Speed Booster :- \$600

This is a very useful item. It allows you to speed up at any time using the fire button. When the fire button is pressed you will speed up by 2. You will

---

remain at this speed until you release the button. Then you will slow back down but 2 speeds. This can be used as many times in a single game.

## 1.38 Shields!!

25% and 50% Shields...

These are useful if you have the extra cash and you want to go mad! it will slow down the rate of shrinkage when you crash into a wall. The 25% will mean that 1 in 4 hits won't damage you and the 50% shield will mean that 1 in 2 hits won't damage you.

You can buy both of these to slow down the damage to 1 hit in 4!

Remember though that if you are going very fast you shrink very fast anyway!!!

Also the Shields have no effect on holes and bombs, only walls, players and blockers!

## 1.39 Auto Turn

Auto Turn....

If you've got money to burn then this is quite useful. When you crash it will automatically turn you into a good direction. You could even go at full speed and let go of the joystick and see your worm bounce around the Arena!

## 1.40 Bomb Grab

Bomb Grab....

If you have the Bomb Grab, anyone who crashes into you with a Bomb will simply pass the Bomb onto you!!! If you have a Deflector then you will deflect the Bomb instead. Once Deflectors are used up the Bomb Grab will come into effect.

## 1.41 Stun Grab

Stun Grab....

If you have the Stun Grab, anyone who crashes into you with a Stunner will simply pass the Stunner onto you!!! Not all that usefull but it makes a nice simple and cheap Stunn Sheild.

---



## 1.42 Loan Page

### The Loan System

-----

One very useful feature is the Loan Feature.....

It's not available on the first game but after one game you will be able to use it but be careful because an early loan can cause trouble if you can't pay it back!!!

At the top of the loan page you will see your current Maximum Credit figure. This Max Loan figure depends upon how careful you have been and how much money you have been collecting. Someone who has been collecting loads of money will have a better credit rate! But when that person has a bad game it will give him something to fall back on after a bad game....

There is also a small amount of Max loan that depends on how many games are left so even if you pick up nothing in the first game you will be able to take out a small loan.

There is interest on the loans (20%) so if you loan \$1000 you will have to pay back \$1200. The money will be taken out of your funds after the Statistics Screen. If you are playing in a team then the loan will be payed back after the money is split.

The loan feature means that for the first time it is possible to finish the game with less than \$0!!! when this happens your rating will be affected so remember that the League is sorted on the Rate (Not the Points!).

When you take a loan out and you buy some shop items you might be left with some unspent loan. This will be payed back without interest when you select the OK Button.

Be careful when you take out Loans. Don't take one out just because you can't do without a Constant Speed or an Extra Life. Remember that a Constant Speed is not as useful if you haven't got any Speed to go with it! So try not to take out loans in the second game if you can do without!

## 1.43 The Rating System

### The Rating System

-----

At the end of the league the winner is the player with the highest Rating. This is usually the player with the most points but it does take into account other factors.

The rating system gives a fair rate for how well you have played on a whole and was added to the game for the Hi-Score table which will save to disk after each league.

The Rate takes into account:-

No. of 'Killable' Players ie. not in your own team!

---

Money.  
Points.  
Learner Players loose some Rating.

## 1.44 The Hi-Score Table

The Hi-Score Hall Of Fame

At the end of a League you might have gained a big enough Rating to gain a place on the Hi-Score Table. Unlike other Hi-Score Tables each name is only allowed to appear once. It is used to record each players Highest Rate.

New from Version 1.4

The screen now shows,

The Best Speed points in a game.  
The Best Size points in a game.  
The most money collected or won in a game. Not including Interest!  
The most Kill and Damage points in a single game.

Just click on the topic you want to see.

## 1.45 Saving & Loading A League

Saving & Loading Old Games

=====

Sometimes you might want to play a long league or you might have to stop playing for a while. In these cases you can now Save the League at the League Table Screen. It Saves all the players current Scores, Money and Weapons etc. As well as the current game settings like Games Per League, Game Time, Auto Size etc.

The Old game can be loaded at the Main Title/Menu Screen by selecting button 'L'

If there is an Old Saved Game it will load it in replacing the current Settings and Player Names, Colours and Controls as well as the current Game Options.

When you load and continue with an Old Saved game, that Game will cease to be an Old Saved game so in other words if you were to complete the league you wouldn't be able to Continue again from that saved position.

Safe Game Backups

=====

If you are ever playing a game and there's a power cut or the game crashes? I hope this never happens but It could crash due to a freak 'Guru!' or a very rare bug! Anyway, if this happens you will be able to reload the game and carry on with the league by loading the Old Saved Game. Sneech will automatically save the game before a Crash or power cut!

I hope this will please those people who like to play long games. You can feel safe knowing that the league can be continued if any problems arise!

---

## 1.46 Joystick Adaptor Info

### Adaptor Information

=====

If you have a joystick adaptor the you should be able to use it with this game. I've never had an adaptor and have never seen one before. I was told that I could buy one in most computer shops but I couldn't find one when I was shopping in Liverpool. I'm sure you could get one by mail-order if you asked around a bit.

Here are the instructions for making one, as sent to me by, Peter Oliver, Dudley, West Midlands. Although we have both used this method ourselves and have had no problems I won't be held responsible for loss of data or Computer faults brought about by using these instructions. Please follow these instructions at your own risk!

Buy 2 x 9 pin (male) plugs for the joysticks.  
Buy 1 25 pin (male) for the parallel port.  
And some conection wire!!!

The pins connect like this...

Parallel,	Joy 3,	Joy 4
2	1	
3	2	
4	3	
5	4	
6		1
7		2
8		3
9		4
11		6
13	6	
18	8	
19		8

On some games the joy 3 and joy 4 will be different.

If your interested in reading the Joystick adaptor using a program of your own then heres how to do it.

Peek(\$BFE101) Gives you All the Directons.

AMOS Basic Example...

```
If Btst(0,Peek($BFE101))=0 Then..... First Joy Movements
If Btst(1,Peek($BFE101))=0 Then.....
If Btst(2,Peek($BFE101))=0 Then.....
If Btst(3,Peek($BFE101))=0 Then.....
```

```
If Btst(4,Peek($BFE101))=0 Then..... Second Joy Movements
If Btst(5,Peek($BFE101))=0 Then.....
If Btst(6,Peek($BFE101))=0 Then.....
If Btst(7,Peek($BFE101))=0 Then.....
```

A bit set to Zero means movement whilst a 1 means no movement....

Now for the fire button:-

```
Peek($BFD014) Gives Both Fire Buttons.
```

```
AMOS Basic Example...
```

```
If Btst(1,Peek($BFD014))=0 Then F1=True Else F1=False  
If Btst(4,Peek($BFD014))=0 Then F2=True Else F2=False
```

Sorry if any of this is incorrect but the addresses are perfect so you can mess about with testing different bits if it doesn't work!!!!

Thanks to Ian Croucher for giving me this info. Thanks to Graham Wood for sending me an adaptor so that I could get it working perfectly. If it wasn't for Ian, Peter and Graham the 6 player mode still wouldn't be finished!!

## 1.47 My Contact Address

If you haven't Already got my address then here it is:-

```
Paul Burkey  
32 Cottage Close  
Little Neston  
South Wirral  
L64 9RB
```

```
Email: paulb@sneech.demon.co.uk  
WWW: http://www.sneech.demon.co.uk/  
IRC: shoecake
```

Check out the Sneech Homepage at:-

```
http://www.sneech.demon.co.uk/sneech.html
```

You will find a list of the all time high scores so send me your scores if you have beaten any of them! You must send me the score files in an email or on a blank disk.

Cheers,

Paul

---