

## **Snakes Help Index:**

[Game Objects](#)

[Playing](#)

[Scoring](#)

[Custom Worlds](#)

[Menu Options](#)

## **Game Objects:**

Yellow bulldozer - This is YOU!

Purple snakes - These are evil snakes from hell and should be eliminated!

Gray blocks and walls - These cannot be moved or passed through. (unless the gray *pass wall* power item has been hit)

Blue blocks - These can be pushed one(or more) at a time by the bulldozer. They are used to kill snakes.

Red *Power* Rocks - These appear from time to time. Hit one and become immune to snakes for several seconds. You can hit snakes directly to kill them. Yellow bulldozer turns red while active.

Light Blue *Time Warps* - These clock-like items appear from time to time. Hit one and freeze snakes for awhile. (Snakes can still kill you if you hit them while they are frozen)

Small Gray *Pass Wall* Rocks - These appear from time to time. Hit one and you can go through walls for awhile.

## **Playing Snakes:**

You are the yellow bulldozer in the middle of the screen. You have three lives at the start. There is no way to get more lives.

You move the bulldozer around the playing field by pressing the arrow keys on the keyboard. The mouse CANNOT be used to move the bulldozer. The mouse can only be used to Pause the game and to select from the menus.

The gray walls are solid and cannot be moved or passed through. (unless the gray *pass wall* power item has been hit)

The blue blocks are moveable and are to be used to kill snakes. You can push one or more blue blocks at a time.

The purple snakes move randomly about the screen. The snakes can be killed by pushing the blocks into them. Pushing a blue block into a snake will kill the segment that you hit, and all segments that were cut-off from the head. To kill the whole snake the blue block must be pushed into the head of the snake.

There are 10 snakes on each world. To move to the next world, all 10 snakes must be killed.

Red *Power Rocks* will appear from time to time. If you run over one, your bulldozer becomes red for several seconds. During this time you cannot be killed by snakes. You can run directly into snakes and kill them. When the bulldozer turns a dark shade of red the Power-Rock time is about to run out.

Blue *Time Warps* will appear from time to time. They look like clocks. If you run over one, the snakes will freeze for several seconds. You can then push blocks into the immobile snakes. If you hit a frozen snake, you will still die.

Gray *Pass Wall* Rocks will appear from time to time. If you run over one, you can go through the gray wall for several seconds.

## **Scoring Snakes:**

The object of the game is to accumulate points.

Points are gained by killing snakes.

Each snake segment is worth 5 points, each head is worth 20.

After killing 10 snakes you go to the next game world.

## **Paint Mode:**

Super Snakes has a mode that will allow you to paint and play your own custom worlds. These can be saved to a file and loaded anytime.

To enter paint mode choose the PAINT MODE option from the CUSTOM menu. The screen will clear and the bulldozer will be placed in the middle of the screen. You can put a grid up to assist in drawing the world by choosing the GRID option from the CUSTOM menu.

To paint objects just click the mouse button where you want an item and it will be placed there. To change the current paint item, select a different one from the PAINT ITEM menu under the CUSTOM menu. The gray walls are made up of the following pieces: vertical, horizontal, top/bottom/left/right ends, single block, and the four corners. Use these to get the 3D look. The blue blocks are for pushing into snakes. The Bulldozer always begins in the middle of the screen. The snakes begin at the far right and left edges. You must leave at least 10 empty spaces at the edges for the snakes to appear in. If you don't, the game will hang. You control the snakes a little by filling edge areas that you don't want them to appear in.

Select CLEAR from the CUSTOM menu to clear all objects from the board.

After painting a custom world select SAVE from the CUSTOM menu to save it to a file. Then select PLAY from the CUSTOM menu to play the custom world. You can load other custom worlds by selecting LOAD from the CUSTOM menu.

NOTE: The game must be in *paint mode* to load a custom world.

## **Menu Options for Snakes:**

GAME Menu:

New

High Scores

About

Exit

OPTIONS Menu:

Power Rocks

Time Warps

Pass Wall

Sound

CUSTOM Menu:

Paint Mode

Clear

Grid

Paint Item

Save

Load

Play

**New** (Game Menu)

The "New" menu option clears the screen and restarts the game.

## **High Scores** (Game Menu)

The "High Scores" menu option allows viewing of the 10 most excellent scores in the game. A dialog box is displayed listing the *name*, *score*, and *excellent quote* of the top ten players.



**About** (Game Menu)

The "About" menu option displays information about the program.

**Exit** (Game Menu)

The "Exit" menu option quits the game and returns to windows.

**Power Rocks** (Options Menu)

If the "Power Rocks" menu item is checked, then Power Rocks will be generated during the game.

## **Time Warps** (Options Menu)

If the "Time Warps" menu item is checked, then Time Warp items will be generated during the game.

## **Pass Wall** (Options Menu)

If the "Pass Wall" menu item is checked, then Pass Wall items will be generated during the game.

## **Sound** (Options Menu)

If the "Sound" menu item is checked, then the game sounds will be generated during the game.

**Paint Mode** (Custom Menu)

The "Paint Mode" menu item puts the game in paint mode. This allows you to create your own custom worlds that you can save, load, and play. For a detailed description of paint world [CLICK HERE](#).

**Clear** (Custom Menu)

The "Clear" menu option clears the paint mode board. This option is only available in paint mode.



**Grid** (Custom Menu)

The "Grid" menu option displays a grid that assists in laying out custom worlds. This option is only available in paint mode.

## **Paint Item** (Custom Menu)

The "Paint Item" menu is for selecting the current item that is being placed in paint mode.

**Save** (Custom Menu)

The "Save" menu item will save the current custom world to a file. This option is only available in paint mode.

**Load** (Custom Menu)

The "Load" menu item will load a custom world from a file. This option is only available in paint mode.

**Play** (Custom Menu)

The "Play" menu option will begin playing the current custom world. This option is only available in paint mode.