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**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.

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

## **Playing Snakes:**

You are the yellow bulldozer in the middle of the screen.

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.

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. There are 10 snakes at all times. When a snake is killed, another is created elsewhere on the screen. 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.

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.

**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.

## **Menu Options for Snakes:**

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**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)

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

**Sound** (Options)

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