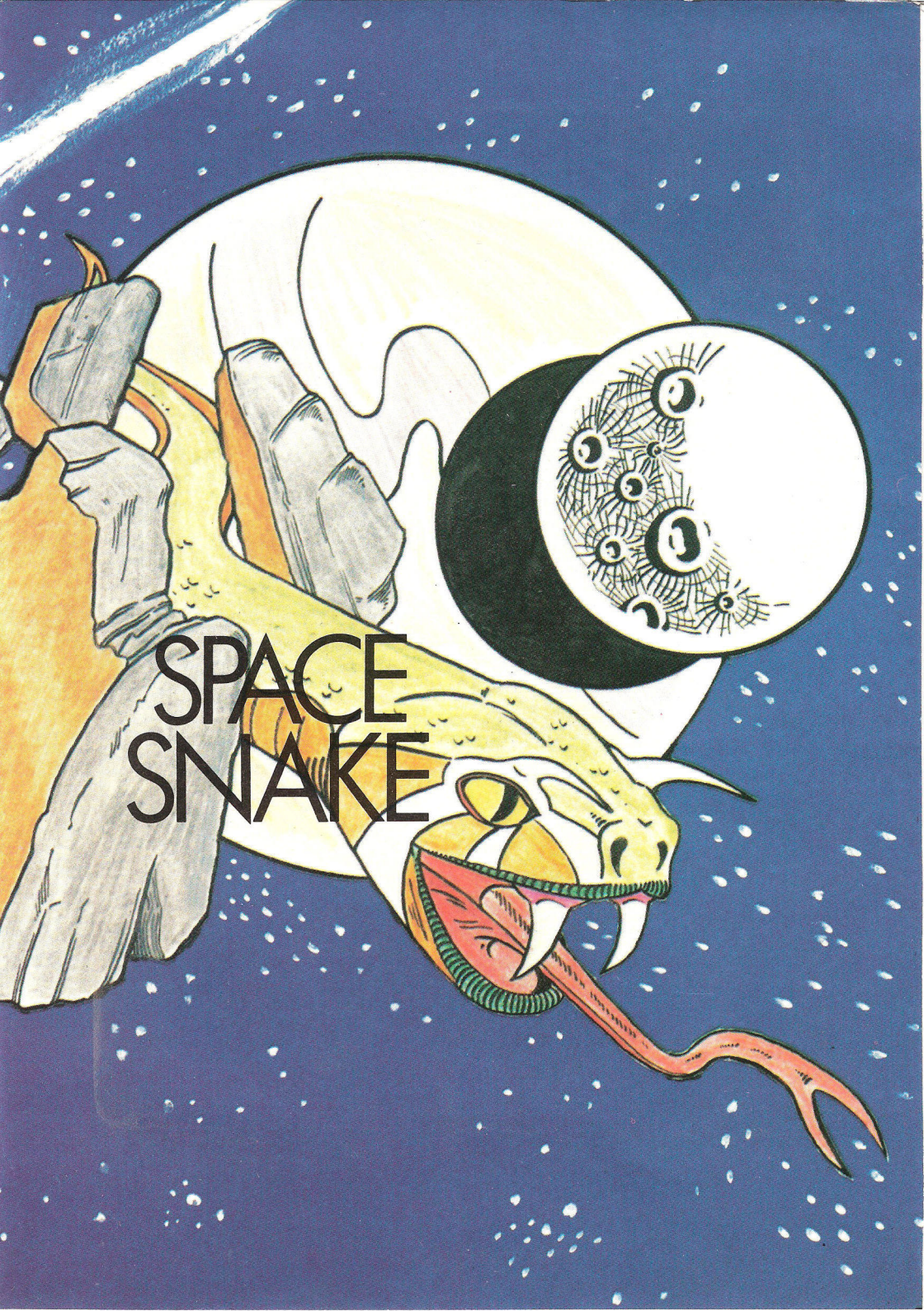


SPACE SNAKE



SPACE SNAKE

How to start the game.

First read these instructions carefully. Then switch off the VIC-20 and place the cartridge in the userport at the back of the computer. You don't have to center SPACE SNAKE like other games. Just start the action.

The objective.

After the first colonial ships arrived at the edge of the first galaxy, people on earth received news of ships disappearing forever. So the "Mastercontrol" sent out a body of scouts to investigate the matter. Soon they received the message, that this part of the galaxy was covered with swarms of meteorites and spacebirds. Some of them just floated, but others moved at a very high speed. Androids were programmed to discover a safe route through this ferocious field. But the task was far too difficult. One ship after another exploded almost immediately and some after a few minutes. No one was able to reach the final gateways on the planet CLUSIO, which would bring the fleet into a new galaxy. In despair "Mastercontrol" asked the entire nation for help. They looked for volunteers, who could discover a safe passage to guide the national fleet into the galaxy beyond.

To make this task easier a very sophisticated SPACE SNAKE was developed: A quick maneuverable machine, which could dive into this treacherous space and outwit its dangerous entities. You could become this hero, if you are able to find a safe passage for the entire fleet. WHO DARES?

The Game.

You can start SPACE SNAKE with the function-key F1 for a one player game, of F3 for a two player game.

The function-keys are on the right side of the keyboard. After starting up the game you can chose between using paddles (press P), or using the keyboard (press C). When you have made your choise, you can select level of play.

Level 1 is the easiest level, specifically designed for young children.

Levels 2 up to 5 are traininglevels.

Levels 6 and 7 are based on reports of the first, but soon reality is compared and integrated in Levels 8 and 9. What a way to go.

Scoring is based on the distance you travel. When you finally reach the gateways on the planet CLUSIO, you can head for the next galaxy and receive additional bonuspoints. If, however, you can't make it, you will get penalty-points. And, of course, you'll have to start all over again.

Playing the paddles.

The SPACE SNAKE can be steered by moving the paddles from left to right. The red button is used to start up the game. BEWARE!!!. The paddles react in the opposite direction to the movement of the snake.

Your choice: Playing the keyboard.

With both cursor-keys on the right side of the keyboard, you can move the SPACE SNAKE. The cursor-key, L/R, moves your SNAKE to the left and the cursor-key, U/D, moves the SNAKE to the right.

TIPS.

Because of the decision, made by the "Mastercontrol", to make a highly maneuverable SNAKE it is wise to keep the SNAKE moving on a straight line for as long as possible. If you move the snake around too much, you'll soon get mixed up in this crowded fiersome space. Try to look ahead so you can plan a steady course.

During the play you will experience three force-fields that you have to pass, before landing on the planet CLUSIO. The last field is covered with spacebirds. Try to choose the accurate track to land your SNAKE in one of the two gateways.

Throughout the world we will inform you of various developments and tactics invented by new SPACE SNAKERS.

Don't get hooked now . . . — and lots of fun!

VIC-7301
SPACE SNAKE

Made in Sweden by

handic
software ab