

# User's Manual

*The snake's game user manual*

## Rules of Snake's game

- If the walls are touched, the game is lost.
- The snake cannot touch itself, the game is lost if it does.
- Each apple increases the snake in 1 and the score.
- There are 4 different levels that change the snake's speed.

## Controllers

1. ARROW keys – UP, RIGHT, DOWN LEFT
2. SPACE key – (RE)START
3. NUMBER 1 – HALL OF FAME
4. NUMBER 2 – LEVEL UP
5. NUMBER 3 – PAUSE/RESUME
6. ESC key

The **ARROW** keys are used to control the snake, it moves according to the key pressed.

The **SPACE** key start and restarts the game. When the program is initialized, the User's interface appears. To **START THE GAME**, you need to press **SPACE**. The game starts at level 1. When playing, if **NUMBER 3** is pressed, the game is paused. To resume the game, you must press **NUMBER 3** again. If the **SPACE** key is pressed while playing, the game resets immediately and your score is not saved. If you touch the wall or itself, you lose. After that, you need to open the **.EXE PROGRAM** that is also running and write your name to save in the HALL OF FAME. After that, you need to click on the game's window and press **SPACE twice** to restart the game. The **NUMBER 2** key changes the level of the game, it can be pressed when the game is running, if the game is paused or after you lose. To start the game after changing the level, press **SPACE once**, the game starts immediately. There are 4 levels, the game starts at the first, when pressing once **NUMBER 2** it goes to the level 2 and so on until level 4, if the key is pressed again, it resets to the level 1. The **NUMBER 1** is pressed to show all the scores recorded (records are only taken when the game is lost, if the game is reset or the level is changed, the score is not registered). It works like the pause button, when pressed the game is paused and the records are shown in the **.EXE PROGRAM**. To continue playing, you just need to press it again. The **EXIT** key exits the game.