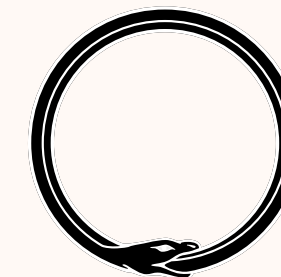
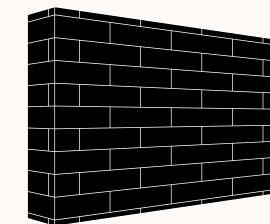
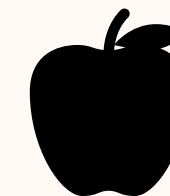
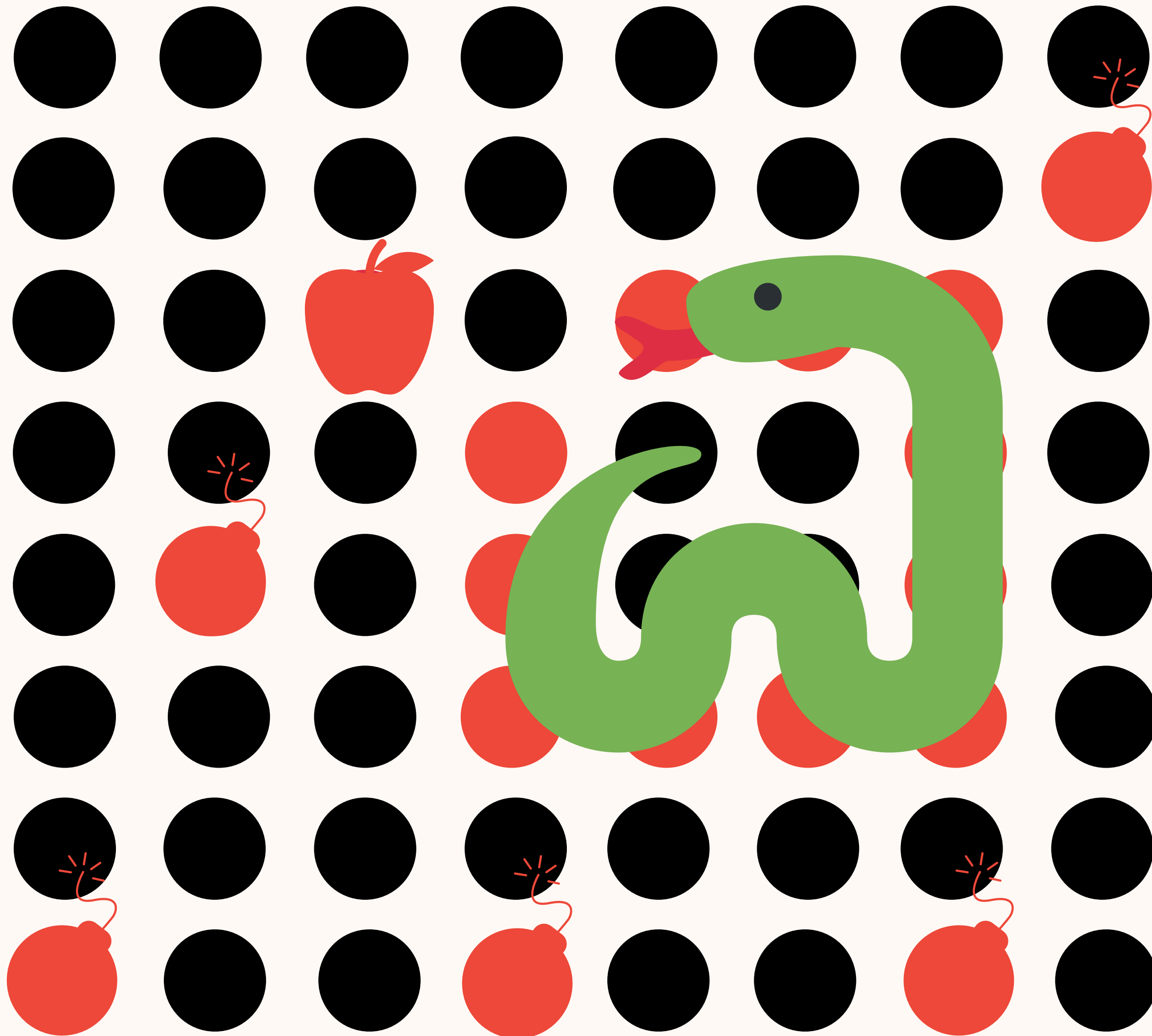


Snake

SNACKS & BOMBS

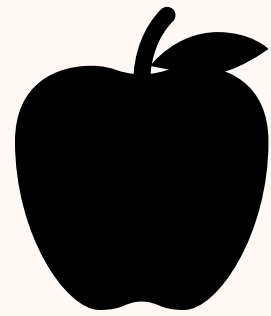


Developed with



How to play?

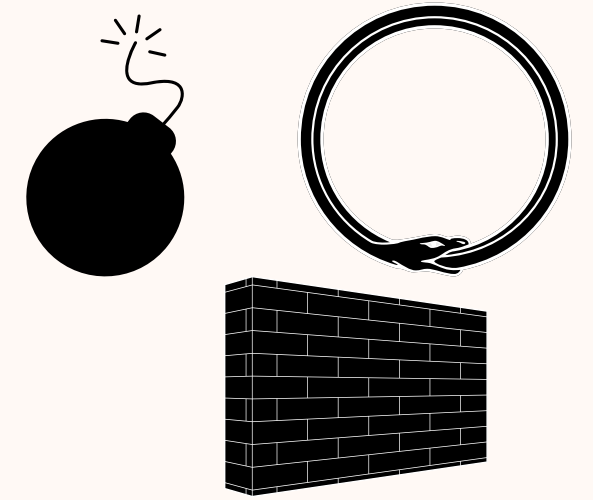
GAME FUNCTIONALITY



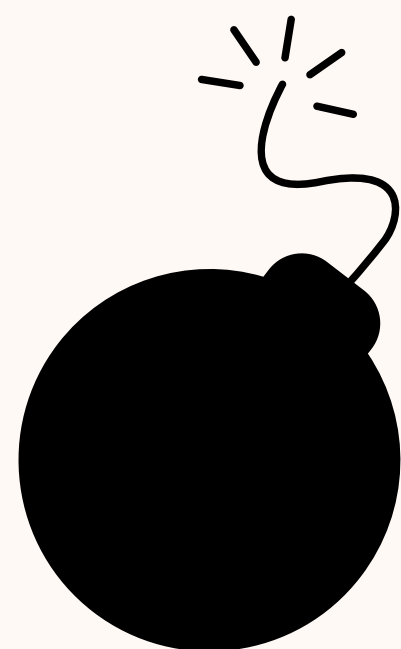
COLLECT FOOD



BEAT HIGHSCORES



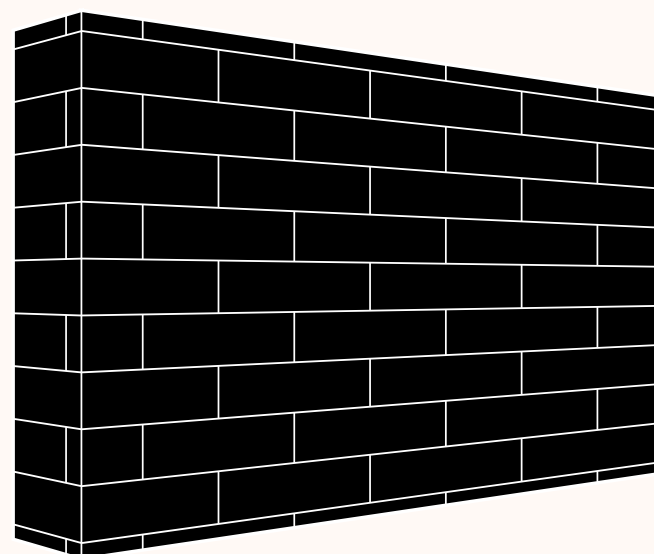
AVOID OBSTACLES



-1 ♥

Obstacles

GAME FUNCTIONALITY



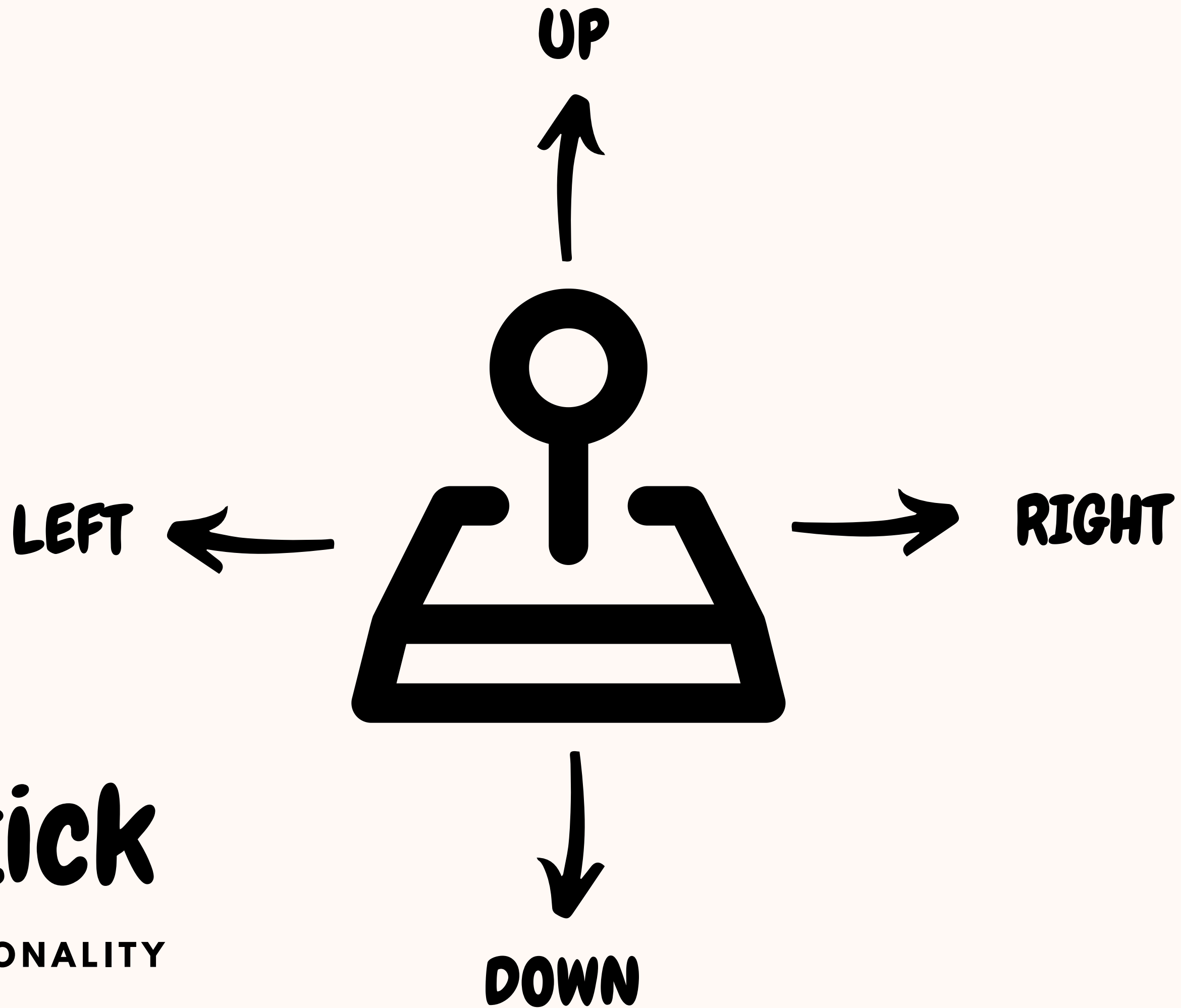
**INSTANT
DEATH**



**INSTANT
DEATH**

Joystick

GAME FUNCTIONALITY

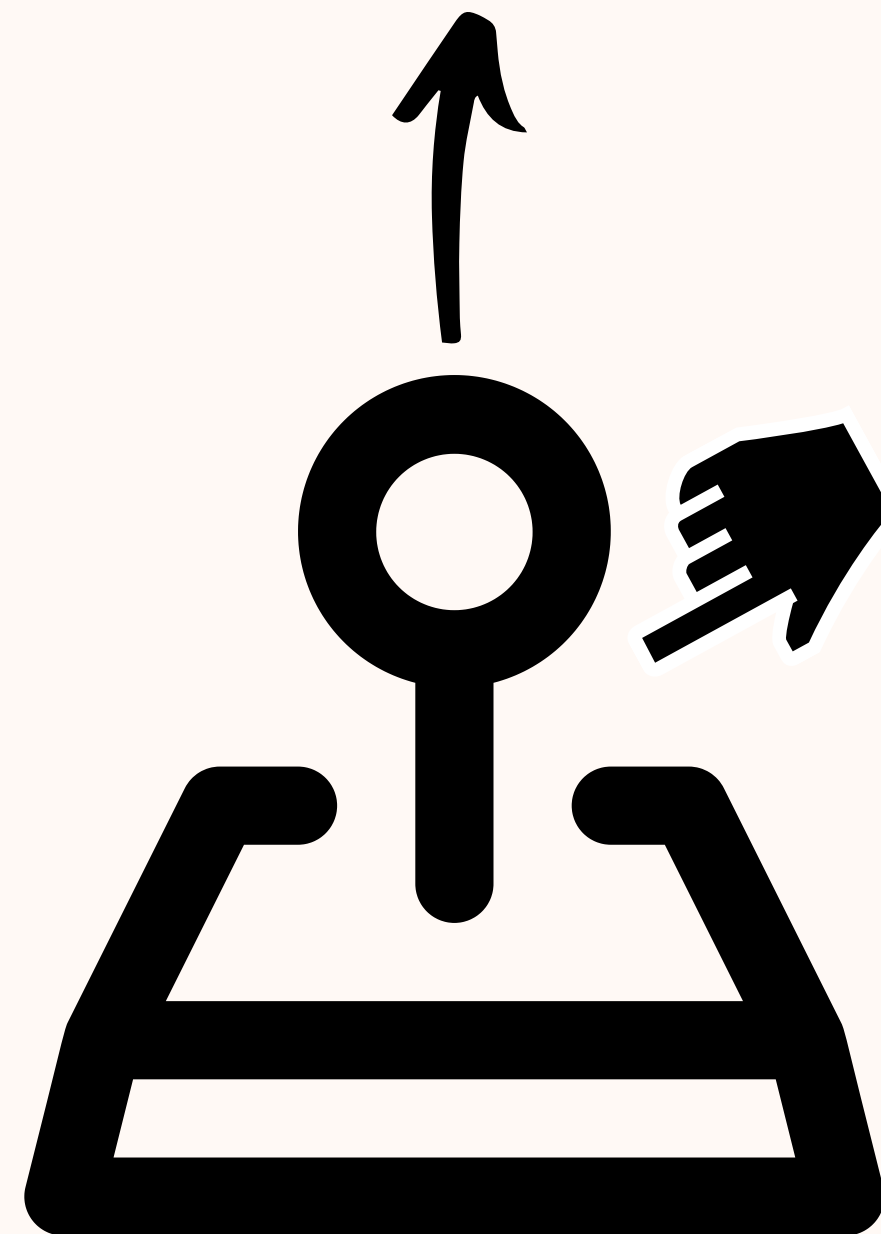


Joystick

MENU FUNCTIONALITY

Back


Previous Option



Press
: Selects Option

Next Option

Settings

GAME FUNCTIONALITY

CURRENT NAME OF PLAYER

RESET CURRENT NAME

CHANGE BRIGHTNESS

SET SOUND

DIFFICULTY

RESET TOP 5 HIGHSCORES

MATRIX

ON

EASY

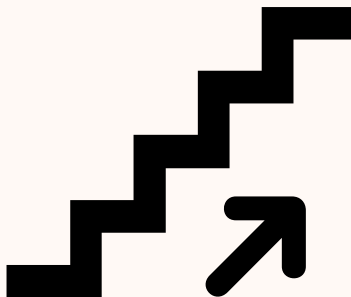
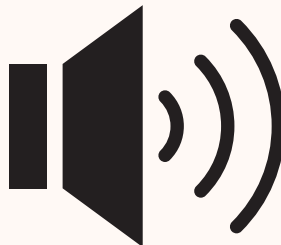
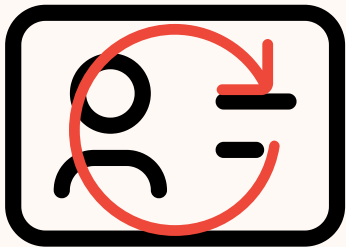
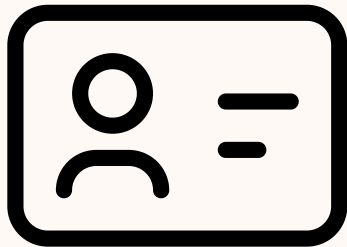
MEDIUM

HARD

LCD DISPLAY

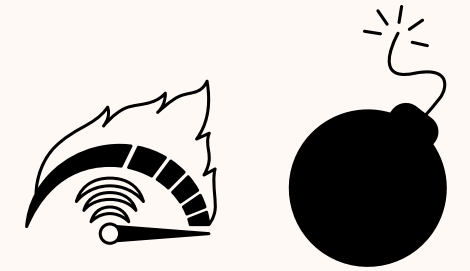
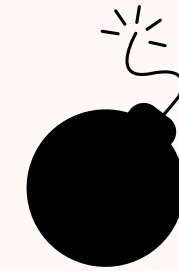
OFF

INSANE



Difficulties

GAME FUNCTIONALITY



EASY

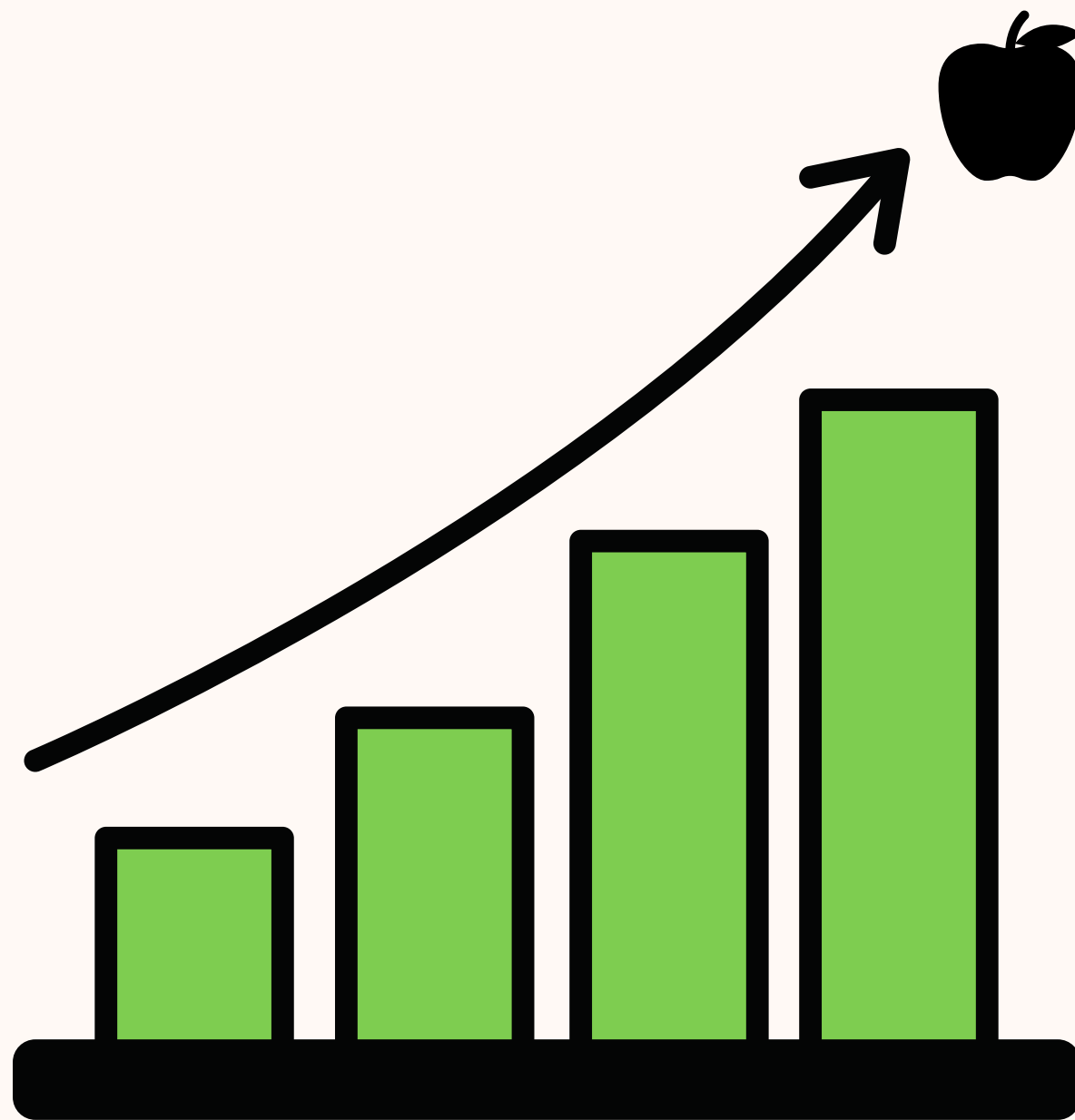
MEDIUM

HARD

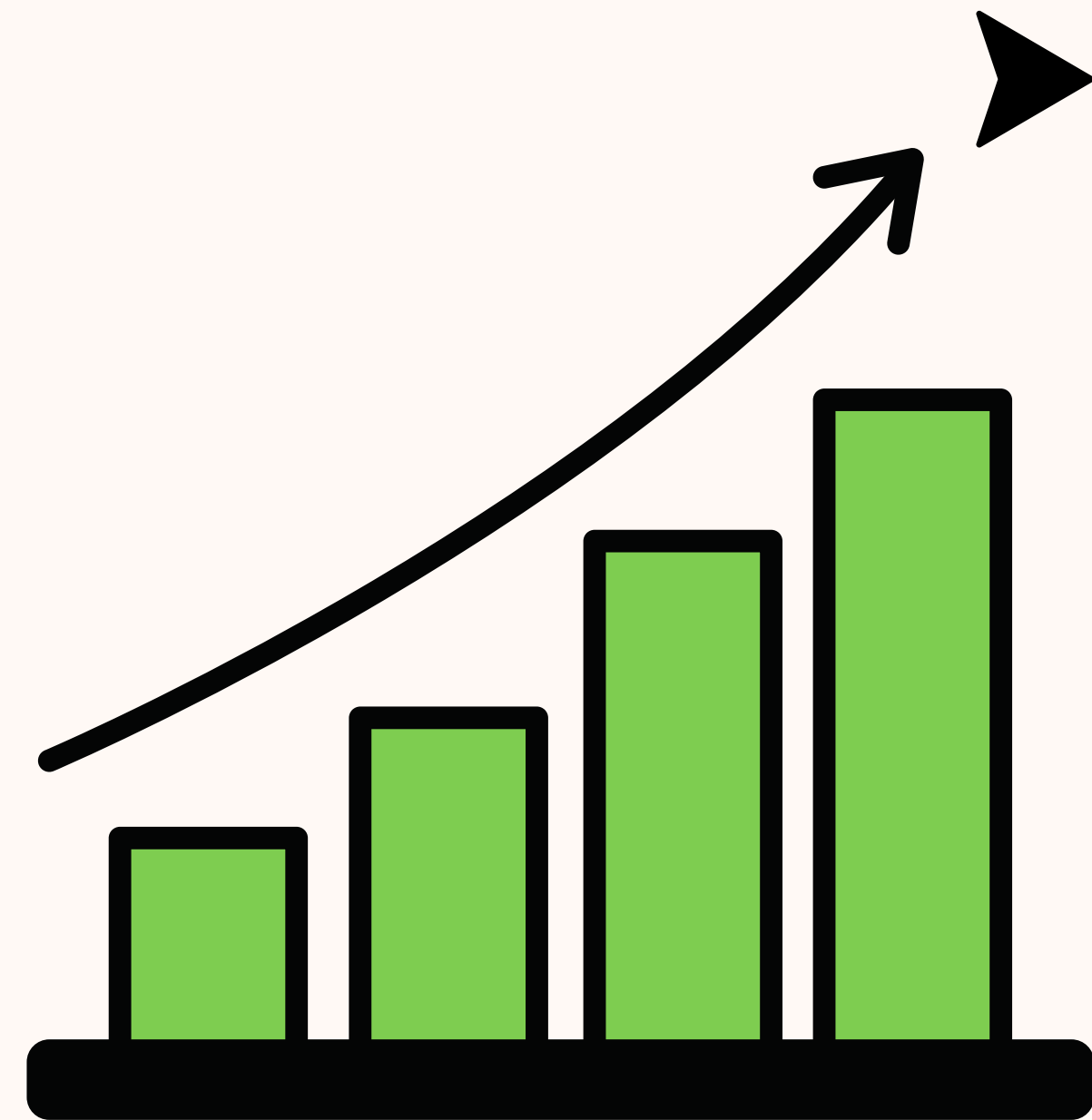
INSANE

Difficulties

GAME FUNCTIONALITY



FOOD : SCORE / PIECE



SCORE THRESHOLD TO GO TO NEXT DIFFICULTY