

SNAKE by Paul Carter.

Options:None  
Players:1  
Media:Cassette

How to Load

Start the Pegasus, with the Tiny Basic eprom in place, type T to enter Basic, and when Ready is printed type load(cr). Rewind the cassette and adjust the vloume, then play the cassette.

How to play

Type RUN(cr) to start the game and instructions will appear on the screen. The basic aim of the game is to manoeuvre the snake around the screen avoiding the small blocks and eating the large blocks thus growing. You must not let the head of the snake collide with either the walls of the screen, the rest of the snake, or the small blocks. Another MUST-NOT, is to reverse your direction exactly i.e. if you are moving right do not start moving left or you will instantly collide with yourself.

Do not hold the keys down, you only need to tap them once to change the direction of your snake which will then continue in the new direction until another key is depressed.

The larger your snake the better you are playing, a good score is over 20, over 50 is excellent, over 100 is exceptional.

Record Stands at 181.

Controls

UP



LEFT



RIGHT



A



DOWN