**Level Analysis**

**Level One –** The sky is blue, and *Speed Snail* is being chased by salt missiles. Score resets to zero upon death.

**Level Two** – The sky is red, and *Speed Snail* is being chased by balls of plasma. Score resets to ten-thousand upon death.

**Endless Mode** – Shares the same visuals as level two. Resets back to level two upon death.