**Scoring System**

In *Speed Snail*, the score constantly increases for as long as you live. There are several ways to alter and/or add value to this score:

* Collection of red (speed) orbs increases how fast the score builds up when the player is busy surviving.
* Collection of green (points) orbs will instantly give the player an amount of points. The orb will initially give the player five-hundred points, but with each green orb collected, that value will increase. The second green orb will give the player one-thousand points, the third fifteen-hundred points, and so on. The value will reset back to default on death.
* On level one, the player’s score will reset to zero upon death. In level two, the score will reset to ten-thousand instead.
* If the player reaches ten-thousand points in level one, he/she will move on to level two.
* If the player manages twenty-five-thousand points in that level, then Endless Mode will be activated.
* In Endless Mode, the goal is to get the highest score possible.

The highest score in the current session of gameplay will be saved until the program is closed.