

= Snake Rattle ' n ' Roll =

Snake Rattle ' n ' Roll is a platforming video game developed by Rare . It was published by Nintendo and released for the Nintendo Entertainment System in North America in July 1990 and in Europe on March 27 , 1991 . It was ported to the Mega Drive and released by Sega in June 1993 . The game features two snakes , Rattle and Roll , as they make their way through eleven 3D isometric levels . The object is to navigate the obstacles in each level and eat enough " Nibbly Pibbles " to ring a weigh @-@ in bell located in the level , which will allow the snakes to exit . The game can be played by a single player or by two players simultaneously .

Snake Rattle ' n ' Roll was developed by Rare members Tim Stamper and Mark Betteridge , with music composed by David Wise , which featured music inspired by " Shake , Rattle and Roll " , as well as other 1950s @-@ era oldies . It was well received by various video gaming magazines , and praises include well @-@ designed 3D environments and graphics , playability and controls , and challenge . A follow @-@ up for the Game Boy , titled Sneaky Snakes , was released by Tradewest in 1991 . Snake Rattle ' n ' Roll has been named one of the top games released on the NES and one of the top games released by Rare .

= = Gameplay = =

Snake Rattle ' n ' Roll features two snakes ? Rattle and Roll ? as they make their way through 11 isometric levels . The object in each level is to eat enough " Nibbly Pibbles " ? small round creatures found throughout each level ? to gain enough weight to ring a bell on top of a weighing machine located at the end of the level ; this causes a door for the next level to open . Players maneuver their snakes throughout the level with the control pad and are able to pick up Nibbly Pibbles by pressing the B button on the controller . The snakes ' lengths increase when they eat ; players ' snake length grows more quickly when they eat Nibbly Pibbles of their own color , and they grow the most when they eat yellow ones . Located in each level are dispensers which randomly spew out Nibbly Pibbles ; however , they also spew out bombs which can damage the snakes . When a snake reaches a long enough length , the tail begins to flash , which means the snake is heavy enough to exit that level . At that point , they must find and jump on the scale in order to ring the bell and open the exit door .

Each level contains various obstacles and enemies that the players must deal with . Players lose a segment from their snake if they are hit by an enemy , and they lose a life if their snake runs out of segments . Players can also lose a life if their snakes fall too far , the timer runs out , their snakes touch a sharp object , or if they are squashed by an object from above . Also , if they remain in some bodies of water for too long , a shark will attack . The game ends if players lose all their lives , but they have several continues in which they can restart the game from where they left off . Players can defeat enemies by hitting them with their tongues or by jumping on them . They can collect various items to help them along during gameplay , such as items that extend the length of the snakes ' tongues , extra lives and continues , time bonuses , invisibility diamonds , and items that speed up or reverse the direction of the snakes . Located throughout the game are lids (in the shape of manhole covers) in which players can open to uncover Nibbly Pibbles , items and extra lives , entrances to bonus levels , and sometimes enemies . Also located in the game are hidden warps which allow players to skip several levels and restart at a later point in the game .

= = Development = =

Snake Rattle ' n ' Roll was developed primarily by Rare employees Tim Stamper and Mark Betteridge . Stamper worked on the game 's graphics and concepts , while Betteridge worked on the game program itself . Most of the ideas behind the game came from Betteridge , who had challenged himself to get the smallest file size for a NES game possible . According to Rare member Brendan Gunn , Betteridge found out how to develop cheap backgrounds that took up little space . After thinking about what and how to move objects on such backgrounds , he came up with the idea

for a snake . Much of the game derived from another isometric video game Marble Madness , of which Rare published the NES version in 1989 . They would also use the same type of high speed scrolling that was used in the NES port of Marble Madness , which , according to a Nintendo Power overview of Rare , " many said couldn ' t be done on the NES " . Rare ' s future Creative Director , Gregg Mayles , started with the company play @-@ testing Snake Rattle ' n ' Roll . He recalls being impressed with Betteridge ' s development of the controls , which he said " felt really responsive " .

The game ' s soundtrack , which features music taken from the 1954 song " Shake , Rattle and Roll " , of which the game is named after , was composed by David Wise . He would also compose music from Wizards & Warriors , Battletoads , and the Donkey Kong Country series . According to website GamesRadar , the game ' s compositions revolved around 1950s @-@ era " oldies so old they don ' t even get played on the radio anymore " . One of the tunes was a homage to John Williams ' main theme from the 1975 film Jaws ; the theme plays when a snake lands in the water and gets chased back to land by a shark .

It was first published by Nintendo and released for the Nintendo Entertainment System in North America in July 1990 and in Europe on March 27 , 1991 . Rare would later port the game to the Sega Mega Drive , a version which was released only in Europe by Sega in 1993 ; this port featured an additional final level on top of the 11 levels on the NES version . In that version , the snakes make it into space , but a meteorite crashes into their spaceship , causing them to crash land on another planetoid , which serves at the 12th level . After completing the level , the ending shows the snakes on a new spaceship that is going back home . Although this game was never released for the Game Boy , in level 7 of the NES version , the landscape spells out " NINTENDO GAMEBOY " .

= = Reception = =

Snake Rattle ' n ' Roll first received preview coverage in January 1990 in Nintendo Power magazine . The preview said that the game " defies description " and that it would appeal to people who have enjoyed games such as Q * bert and Adventures of Lolo . The game would be featured in the magazine ' s September ? October 1990 issue , which featured a walkthrough of the game ' s first three levels . It was also featured in UK @-@ based magazine Mean Machines , where it received high praise from editors Matt Regan and Julian Rignall . Regan praised the game ' s 3D environment , fun gameplay , and level of humor , as noted by the odd objects such as toilet seats . Rignall called the game ' s graphics " stunning , with beautifully drawn scrolling forced perspective 3D backdrops and some great sprites " ; he also lauded the game ' s playability and simple controls , challenging difficulty , and overall fun factor . Overall , they said Snake Rattle ' n ' Roll was " one of the most original games seen in years " and was " a firm favourite here in the MEAN MACHINES offices " .

The game received further reviews and praise in other video gaming magazines in 1991 . German magazine Video Games called Snake Rattle ' n ' Roll " a quaint and original game " that includes high @-@ quality graphics . The reviewer praised the animations in the characters , especially after the snakes eat Nibbly Pibbles , and he enjoyed the two @-@ player simultaneous mode ; however , he said that the game lacked in variety , though the gameplay and challenge remained consistent throughout the course of the game . Another German magazine , Power Play , gave a similar review , and it compared the game to the 1988 Rare title R.C. Pro @-@ Am in gameplay . American video gaming magazine Game Players awarded Snake Rattle ' n ' Roll the " Game Player ' s NES Excellence Award " for 1990 as one of the best games released for the NES that year .

Nintendo Power reviewed Snake Rattle ' n ' Roll as part of an overview of NES games which the magazine felt were overlooked or otherwise did not sell well . Their main criticism was that the main characters were not recognizable to anyone , giving the game a lack of visibility amongst consumers . Otherwise , they praised the game for its precise controls and for its blend of puzzle and action elements .

Snake Rattle ' n ' Roll received some retrospective coverage years after its release . IGN ranked the game at # 32 in its " Top 100 NES Games " list , calling it " another of Rare ' s excellent pre @-@ second @-@ party efforts on the NES " as well as " Marble Madness turned into a platformer " . Executive editor Craig Harris also noted the game ' s high level of difficulty and its excellent

soundtrack . UK @-@ based magazine Retro Gamer reviewed the game in its August 2006 issue , calling it one of the best isometric games on the NES and " an essential NES game " . The two title characters of the game would be named " Hero of the Month " in the magazine 's February 2007 issue . In a 25th anniversary retrospective of Rare in December 2010 , the same magazine called the game " an excellent platformer " and was one of the games they wished would be released on Kinect ; the magazine received a glimpse of a Marble Madness prototype on Kinect and wanted to see the control scheme in that game implemented in a new version of Snake Rattle ' n ' Roll . The game was also ranked # 23 on a readers ' poll of top 25 games made by Rare . UK @-@ based magazine Retro Gamer covered Snake Rattle ' n ' Roll as part of its retrospective on isometric video games , saying that the game " merged brilliantly the offbeat nature of games such as Head Over Heels with popular movement @-@ based isometric action / puzzle titles like Marble Madness and Spindizzy " . It was also covered in the GamesTM ' Retro book , where it was lauded as one of the more unheralded games in the NES library . The retrospective highly praised the its visuals and landscapes , as well as having a " quirky humour " and a " unique charm " . It concluded by saying that Snake Rattle ' n ' Roll stands apart from other NES titles , as also did other Rare titles such as Cobra Triangle and R.C. Pro @-@ Am .

Due to Microsoft 's current ownership of Rare , it is unlikely that either game will be released for the Virtual Console . Snake Rattle ' n ' Roll , along with Rare 's other NES titles , appear in the Xbox One compilation , Rare Replay .

= = Sequel = =

In the ending of Snake Rattle ' n ' Roll , the game hints at a sequel titled Snakes in Space , but the game would never be released . However , Rare developed a follow @-@ up on the Game Boy titled Sneaky Snakes ; the game was published by Tradewest in June 1991 . The game features two Snakes named Genghis and Atilla who must save Sonia Snake from the Nasty Nibbler . The game features identical gameplay to Snake Rattle ' n ' Roll but in a 2D side @-@ scrolling platforming mode instead of the 3D isometric mode . Sneaky Snakes was received mediocre ratings from Electronic Gaming Monthly in its July 1991 issue . Reviewer Steve Harris criticized the game for its awkward controls , lack of originality , and a " zero @-@ grav effect " while jumping . Ed Semrad said that the game got old after the first several levels , and Martin Alessi said that while it is an original idea , likewise repeated the previous reviewers criticism of the game 's repetitiveness . Reviewer " Sushi @-@ X " called the game " average " and said , ? It lacks the rest of the positive traits that truly rates an exceptional game . ?