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***Slither.io*** is a [massively multiplayer](/wiki/Massively_multiplayer_online_game) [browser game](/wiki/Browser_game) developed by Steve Howse.[[1]](#cite_note-1) Players control a snake-like avatar, which consumes multicolored pellets in the game to grow in size; the objective of the game is to grow the longest snake in the server. Slither.io is similar in concept to the popular 2015 web game [*Agar.io*](/wiki/Agar.io) and is reminiscent of the classic arcade game [*Snake*](/wiki/Snake_(video_game)).[[2]](#cite_note-2) The game grew in popularity following its promotion among several prominent YouTube users such as [Pewdiepie](/wiki/Pewdiepie).[[3]](#cite_note-3) A mobile version of the game for [Android](/wiki/Android_(operating_system)) was released on 27 March 2016,[[4]](#cite_note-4) and topped the [App Store](/wiki/App_Store_(iOS)) shortly after its release.[[5]](#cite_note-5)

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## Gameplay[[edit](/index.php?title=(none)&action=edit&section=1)]

[thumb|Gameplay](/wiki/File:Slither.io_gameplay.png) The objective of the game is to control and move a [snake](/wiki/Snake) around a dark space, eat mass, defeat and consume other players to grow the biggest and longest in the game. If the player's snake's head collides into a part of another snake, the player loses the game and must start over. The defeated avatar's body turns into bright, shining dots for other players to consume.[[3]](#cite_note-3) Dots also spawn from other snake avatars. By pressing the space bar or clicking the mouse, the player can activate "boost mode", which causes the avatar to speed up. When a player does use "boost mode", the snake loses mass causing the snake's size to shrink slightly. The mass that is lost from the boost appears in a line where the boost was used. This feature is useful to outmaneuver and defeat opponents.[[6]](#cite_note-6) The drawback is that the avatar will lose some length while being speed-boosted. There is a border that confines avatars in a space. If a snake hits the border, it will die without leaving any dots behind. A good strategy to defeat and consume enemies is by coiling and thereby trapping them within the player's snake, leading to the inevitable death of the opponents.[[7]](#cite_note-7) According to the app description in the [Apple App Store](/wiki/App_Store_(iOS)), the player with the biggest snake at the end of the day gets to send a "victory message" to the world.[[1]](#cite_note-1)

## Skins[[edit](/index.php?title=(none)&action=edit&section=2)]

There are several default skins, each one a different solid color, randomly chosen when the player joins the server. Players can choose to customize their snakes' appearances using custom skins with unique designs including the American flag and skins with motifs and colors representing famous Youtubers, such as [Jacksepticeye](/wiki/Jacksepticeye) and [PewDiePie](/wiki/PewDiePie).

## Protocol[[edit](/index.php?title=(none)&action=edit&section=3)]

The game uses [WebSockets](/wiki/WebSocket) to communicate with the server, a low-latency protocol codified in the [HTML5](/wiki/HTML5) standard and supported by all major browsers. In this regard, it is similar to other games including [*Agar.io*](/wiki/Agar.io).[[8]](#cite_note-8)[[9]](#cite_note-9)

## Reception[[edit](/index.php?title=(none)&action=edit&section=4)]

The game reached the top of the [App Store](/wiki/Apple_App_Store) sales charts in the free software category[[10]](#cite_note-10) in regions including the United States[[11]](#cite_note-11) and the United Kingdom.[[12]](#cite_note-12) Patricia Hernandez of [*Kotaku*](/wiki/Kotaku) said that the game's low barriers to entry and similarity to *Agar.io* explained *Slither.io*[Template:'s](/wiki/Template:'s) popularity. She noted the game's fast pace.[[3]](#cite_note-3) *Boing Boing* compared the game's core mechanic to that of the 2009 game [*Osmos*](/wiki/Osmos).[[13]](#cite_note-13) Brandt Ranj from [Business Insider](/wiki/Business_Insider) said that despite [lagging](/wiki/Lag) heavily at times, Slither.io is very entertaining.[[6]](#cite_note-6)

## See also[[edit](/index.php?title=(none)&action=edit&section=5)]

* [*Agar.io*](/wiki/Agar.io)

## References[[edit](/index.php?title=(none)&action=edit&section=6)]

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## External links[[edit](/index.php?title=(none)&action=edit&section=7)]

* [Official Website](http://slither.io)

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