**Game Manual for Snake**

This version of Snake is slightly unique than to others. When collecting 10 white dots on the screen, red barriers will appear that the player needs to avoid. The player’s speed will also increase with each dot collected and will reset after collecting 15 white dots. The player needs to avoid hitting their snake, the border of the screen, and the red barriers. Hitting any of these will reset the game and will prompt to player to quit or retry. When filling the board up with your snake, you are prompted with a victory screen.

To play the game, you will need to control the snake with the up, down, left, and right arrow keys to collect dots, to avoid the barriers, and the snake body. When collecting a dot your score will go up, slightly increasing your speed. The game displays your score in the top right and will show it at the center whenever you game over.

Screenshots:

Collecting a fruit

A screenshot of a computer

AI-generated content may be incorrect.A green screen with red squares

AI-generated content may be incorrect.

Hitting the wall

A screenshot of a computer

AI-generated content may be incorrect.

Hitting a barrier

A screenshot of a computer game

AI-generated content may be incorrect.

Hitting your snake

A screenshot of a computer

AI-generated content may be incorrect.