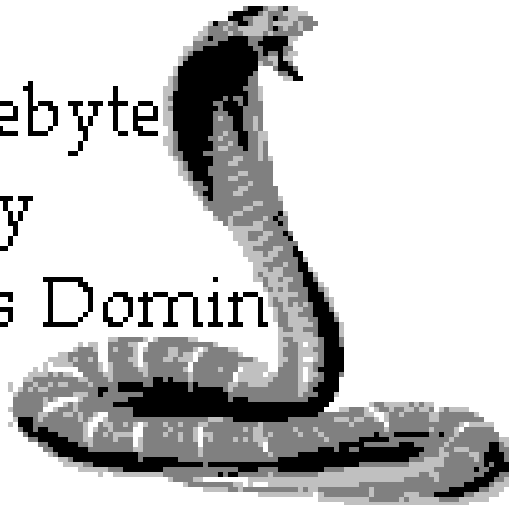


Snakebyte by Matthias Domin



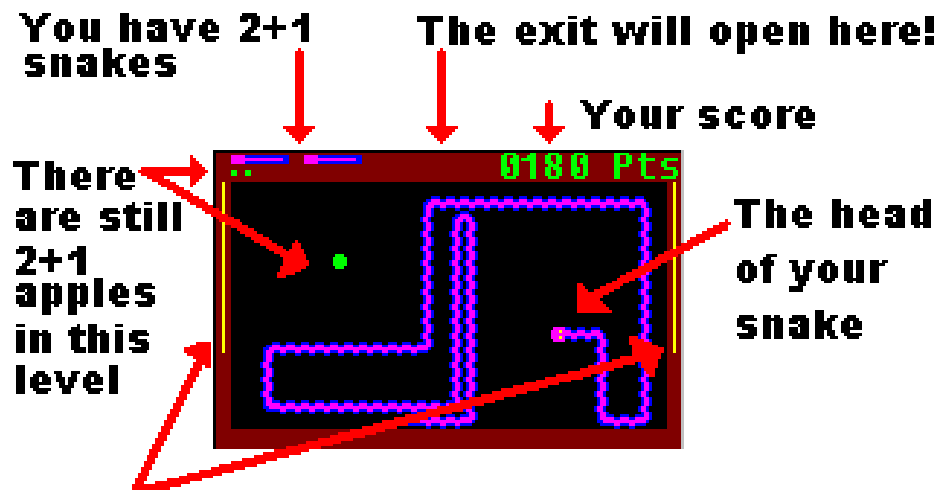
Version 0.18

Chuck Sommerville is the author of the original Snake Byte game.

The player controls a snake on its way through a garden. In this garden the snake should eat 10 apples. There is a timelimit for each of the 10 normal apples in which an apple has to be eaten. When the time is over (yellow bars to the left and the right of the screen indicate the time left), three additional apples appear. There is no timelimit for the now four apples on the screen.

The snake grows after each apple, it is killed if it touches a wall or itself.

Game screen:



The yellow bars to the left and the right indicate the elapsed time. If time runs out, you'll be penalized with three more apples!

Levels:

The game has 16 different playfields. After solving these 16 playfields the game continues with playfield one, but there will now be one ball in this playfield who will kill the snake if it hits the snake's head. Level 32-47 will have two balls, all later levels will have three balls.

The screen for choosing your game options:



Here you can set four game parameters:

1. Game speed.

You can choose between **High** and **Low** speed. High speed is about 20 percent faster than low speed.

2. Type of control.

Here you can set the type of controlling the snake-movement. You can choose to use the **screen-oriented control** with all four joypad-buttons (**display U+D+L+R**) or to use the **snake-oriented control** with the B-button (or joypad-left) and the A-button (or joypad-right) (**display B+A/L+R**).

3. Type of background. You can choose to have a **blank (display BLANK)** or to have a **checkered (display CHECKERED)** level background.

4. Used colour palette

There are four different colour palettes available.

You can toggle between the four parameters using the Joypad-Up and the Joypad-Down buttons. The value of the chosen parameter can be altered using the Joypad-Left and the Joypad-Right buttons.

Bonus level:

After solving four levels you reach a bonus level. You can earn an extra snake solving this level.

Scoring:

5 points for each normal apple and

1 point for each penalty apple.

50 points for solving a level in high speed or

30 points for solving a level in low speed.

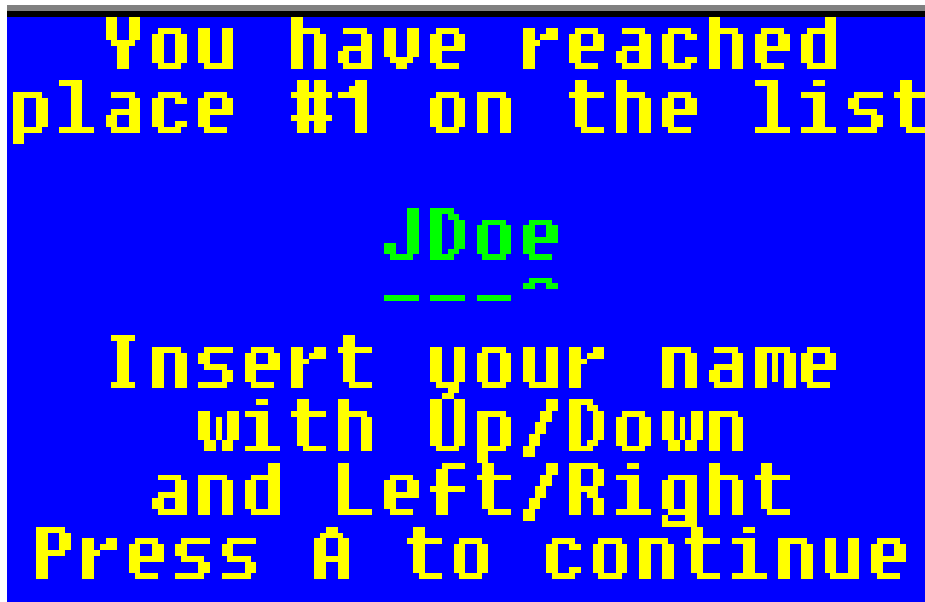
The highscore screen:

The best 8 results are stored in the highscore list.

	Name	Level	Points
1.	P1.1	008	00040
2.	P1.2	007	00035
3.	P1.3	006	00030
4.	P1.4	005	00025
5.	P1.5	004	00020
6.	P1.6	003	00015
7.	P1.7	002	00010
8.	P1.8	001	00005

Entering your name for the scoreboard:

If you have reached one of the 8 best results the program will ask you for your name:



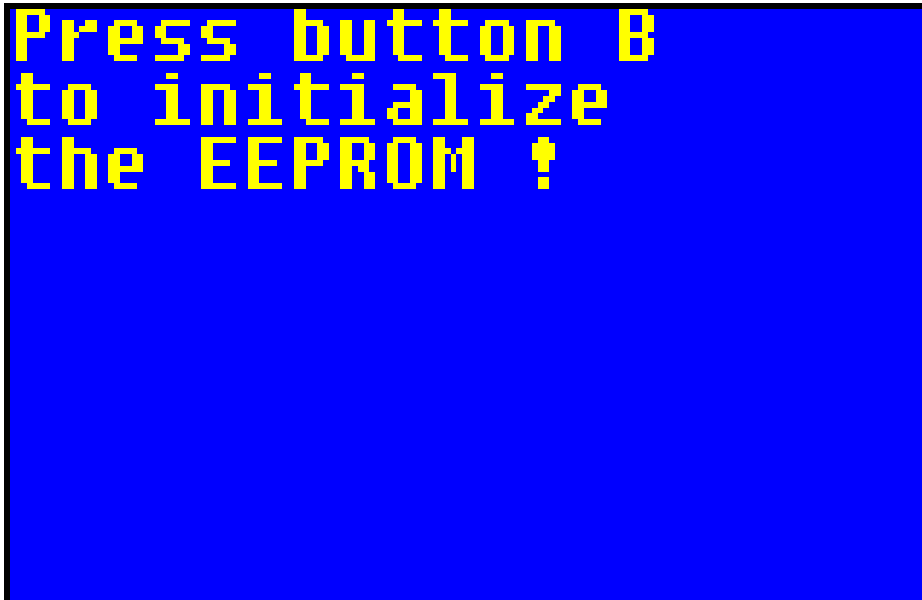
Use the Joypad-Up or the Joypad-Down buttons to choose a letter, use the Joypad-Left or the Joypad-Right buttons to choose the letterposition, you can toggle between lower and upper case letters through pressing the B-button.

Press the A-button to end entering your name.

Reinitializing the highscore list:

If you wish to reinitialize the highscore list press **Option1** + **Option2** while the program shows the title

or the highscore screen. After pressing both buttons the following screen appears:



Press the B-button to reinitialize the highscore list on the eeprom, or any other button to abort.

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Written on June 16, 1998 at 7:00 PM

<http://www.mdgames.de/snakebyt.htm>