Snake

by WebVisia Inc.

User Guide

www.webvisia.com

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English

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Welcome and Registration

Welcome to WV Snake

WebVisia Snake is a remake of a classical arcade game, known also as Worm, Nibbles and Viper.

Included in this archive are the following packages:

Snake.prc - This is the software package that you need to install on your PalmPilot.

Snake.pdf - This is the Users' Manual for Snake. You are reading it right now.

System Requirements

Palm OS 3.0 or higher.
Throughout this manual, PalmPilot is used to refer to any of these units.

Registering Snake

Snake is downloadable shareware. Its registered copy costs $8.95.

The demo version is completely functional except that you can only play at levels 1, 2 and 3. If you decide to buy the game and pay for it, you will receive a registration key. The restrictions will disappear and you will be able to play at any level you wish!

You can register your software at our retailers' web sites:

www.palmgear.com

www.handango.com

It is very important that you include you Serial Number EXACTLY as it is shown in your PalmPilot (tap **Menu|Help|Registration** to see it). We use this to generate your Registration Key, so you must be precise.

Once you register, you will receive by Email a Registration Key from us. To enter the Registration Key, first tap on the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided (see the above illustration).

Contacting WebVisia Inc.

There are several ways to get in touch with us here at WebVisia, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, commands, suggestions or compliments, please don't hesitate to contact us.

Email: support@webvisia.com

World Wide Web: http://www.webvisia.com

Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please Email us with Bug Report Request in the subject line. In your Email, include the following information:

What type of PalmPilot you are using (i.e. Personal).

The software name and version number (i.e. Snake 2.4).

The error number and the exact contents of the error message.

A brief description of how we can recreate the error.

Your name and Email address so we can contact you when the bug is fixed.

It is best to report bugs by Email, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your Email, we will examine the problem, and fix it. Because our programmers are busy creating software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

Snake – User Guide

About WV Snake

Snake is an old and popular arcade game also known as Worm and Nibbles, etc. In WV Snake you eat apples, compete with rival computer snakes and move through a labyrinth of wall obstacles.

The Goal

The goal of the game is to eat all the apples in the playing field and move on to the next level through the exit at the upper end of the screen. Move left and right, up and down to reach apples and to avoid walls and enemies.

The Enemy

Your enemy are the computer snakes. They move around trying to steal the apples from you. You must not cross their route, otherwise you lose a life.

Lives

You start the game with 3 lives.
For each successfully completed three levels you win an extra life.
If you hit the body of another snake you lose a life.
If you hit the walls or the edge of the playing area you lose a life.
If your head crosses any part of your body you lose a life.
To see how many lives you have at the moment – look at the snakehead icon on top of the screen. To the right of it you will see your number of lives left.

Apples

The number of apples you must eat in order to advance to an upper level is 10.
If your things are moving smoothly – that is, if you manage to fit in the time limit and do not allow the enemy snake/s to overtake you – the number of apples remaining to be eaten will be decreasing.
If you fail to eat an apple within the time limit set – 3 more apples will appear thus slowing your progress.
If you allow the enemy snake/s eat 3 apples consecutively – 2 more apples will appear and make you job tougher.

The Exit

In order to successfully complete a level you must not only eat your apples, but also safely leave the screen. Once you have swallowed the last apple, an opening will appear in the upper edge of the playing field. Rush through it to secure your victory.
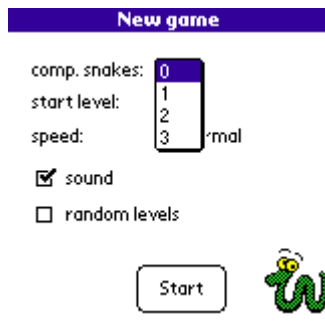
Start – New Game

In the main applications screen of your device, tap the Snake icon. A New Game dialog will appear. Tap **Start** to start a new game.

Start – Want Some Competition?

You can play the game on your own – move around, eat the apples, avoid walls, in one word – be your own master.
But wouldn't it be more challenging to have some competition – invite other snakes to join in? Computer snakes are a powerful rival and they will certainly add more thrill to your game. To choose the number of enemy snakes you wish to compete with go to the popup list on **Menu|Game|New Game**. The minimum number is 0, the maximum – 3.

Tap **Start** to play the game.

Start – Choose Level

If you have eaten all the apples in the playing field and have successfully made your way through the exit in the upper end, you automatically move to a higher level.
You may nevertheless wish to skip a level – start from a higher level - or just replay a game. To choose your starting level go to **Menu|Game|New Game** and select the desired level from the popup list. Use the arrows to scroll up and down through the list.

If you wish to play the levels at random – enable the check box before **random levels**.
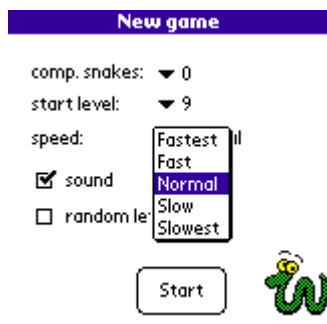Tap **Start** to play the selected level.

Start – Why Not Add Some Noise To It?

To switch on/off the sound of the game, go to **Menu|Game|New Game** and enable the respective check box.
Tap **Start** to play the game.

Start – Set Your Speed

Choose how fast you will move around the screen. Go to **Menu|Game|New Game** and from the popup list select your desired speed. There are 5 options – fastest, fast, normal, slow and slowest.

Tap **Start** to play the game.

The Keys That Make Your Snake Move

The buttons that help you move around the screen are set in the following combination:
☐ Go Left - Address Book
☐ Go Right - To Do List
☐ Go Up - Page Up
☐ Go Down - Page Down

Play WV Snake

Each level of the game begins with some kind of wall obstacle (more or less sophisticated) and a single apple. You are positioned at the lower end of the screen and are in control of a hungry snake ready to eat the apples. The keys help you move around the screen. Once you start, the snake never stops moving. When you eat an apple, a new one appears until you eat the required 10 apples and move on to the next level. The more apples you eat the longer the snake becomes and more difficult to manage. There is time limit set for you to reach and eat the apple – if you fail – 3 more apples will appear and make your task more difficult.

You must avoid walls and the borders of the playing area. If you hit any of them, you lose a life.

Watch out for the enemy snakes and try not to cross their route. Enemy snakes try to steal apples from you. Each time the enemy eats an apple, a new one appears somewhere else in the screen. If the enemy eats 3 apples consecutively – 2 new apples appear.

And finally – watch your moves. Make sure your head never crosses the rest of your body – you will then lose a life.

Keep Track – The Time Meter

As you start playing, a time bar appears on the left of the screen keeping track of the time during which your snake will move around and eat the apple. If you fail to do so within the time set, 3 more apples will appear.

Keep Track – The Icons

There are 4 icons with numbers next to them on top of the screen:

The apple icon stands for the remaining number of apples you must eat in order to move to the next level.

The head of snake icon stands for your life – look at the number to the right of it to see how many lives you have left.

The house icon stands for the level you are playing.

The pink piggy collects your points.

Levels

At present, there are 50 levels in this game.

Scoring

Good players play for both pleasure and the score, don't they? In this game you will find a record of the best scores. Score is determined by the amount of apples you eat. For each apple you earn 10 points. Higher and faster play levels award more points. If you have really done well, a new dialog will appear inviting you to record your score. To view score records go to **Menu|Game|High Score** and the following screen will appear:
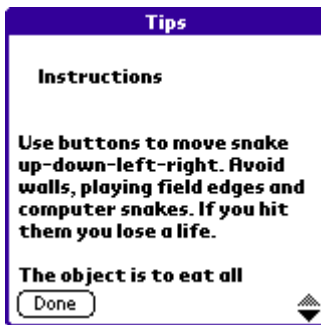
```
No:  Name:        Score:  Level:
1.   Snake          37      2




                ( OK )
```

Help

WV Snake offers some simplified internal help. You can find there some basic information on the rules of the game and its final goal.
To view these helpful tips go to **Menu|Help|Help**. The following screen will appear:

Use the arrows in the bottom left corner to scroll through the information. Tap **Done** to quit the screen.

The End

Wishing you a really good time with WV Snake,

Yours,

WebVisia Inc.
www.webvisia.com