

Snake VS Bomb

INSTRUCTIONS:

This is a fun hi score attack challenge, featuring 8 levels of madcap mayhem. You are a snake, which has to travel through a very long tunnel. During your travels you will encounter fruit and bombs, which are placed at random inside the tunnel. The snake can eat fruit if the fruit reaches its head for points. However, the bombs must be avoided. If any part of the snake collides into a bomb (or vice-versa), the bomb will explode along with the snake. The game will then be over.

COMPLETING A LEVEL

Between the score panel and below it is a timer bar. This will drain per interval. This indicates how far or near you are to the next level. After the bar runs out fully, you will move onto the next level, which will get faster. For each level completed, a bonus of 1,000 points will be awarded.

There are 8 levels in total – if you can survive for that long that is!

CONTROLS:

Use Joystick in Port 2 only

CREDITS:

Programming, charset, sound effects and music by Richard Bayliss
Graphics, sprites and loading bitmap by Hugues Poisseroux
Tape loader source by Martin Piper and Richard

GLOSSARY:

The following C64 tools were used in developing this game production:

Multipaint by Dr. Terrorz
Spritepad V2.0Beta by Subchrist
Charpad V2.0 Beta by Subchrist
GT Ultra V1.4.1 by Cadaver and Jason Page
CBMPRGStudio V4.0 by Arthur Jordison
KickAssembler V5.52 by Slammer/Camelot
TS Crunch V1.4 by Antonio Savona
Dir Master by Style
TapeToolBuild V1.0.0.7 by Martin Piper

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Written for the Snake Fun Compo 2022, programmed in CBMPRGStudio V4.0 and KickAssembler V5.25

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