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GAME BOY®



Alexey Pajitnov, Creator of Tetris,[®]
Introduces:

Spectrum
HoloByte

DMG-AWSE-USA

WILD SNAKE™

Instruction Manual

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WILD SNAKE™

Instruction Manual

Contents

Introduction	4
Getting Started	5
Controls	7
Game Play	9
Menus	13
One-Player Game	15
King Cobra Challenge	16
Two-Player Game	17
Slithering Strategies	18
Super Game Boy	22

Note: Due to the enhanced graphics when using the Super Game Boy, the Super Game Boy section of the manual may include four-color screen shots.



"In the early 1980s, I developed Tetris as a simple exercise in mathematics. I could not have dreamed the impact it would have in the world of games. WildSnake carries on the challenging and addicting tradition of Tetris and I am proud to endorse the product. I hope you enjoy playing it as much as I do."

A handwritten signature in black ink, which appears to read 'A. Pajitnov'.

**Alexey Pajitnov, Mathematician
and Puzzle Game Designer**

Introduction

“Snakes! Why Did It Have to Be Snakes?”

The nest of deadly wild snakes has been disturbed by seismic experiments in a remote location. Now the snakes are slithering to the surface, causing confused terror in attacks on everything that crosses their path.

There is a way to control this madness, but it's not going to be easy. The snakes from this nest tend to feed on snakes of the same species. If you can control the slithering masses so that snakes of the same type meet and eliminate each other, the world may be spared from this snake infestation.

It's all up to you! Guide the snakes, find matching pairs and keep the population under control!

Getting Started

WildSnake is a fast action/puzzle game for one or two players. It can be played with either the Game Boy or the Super Game Boy adapter for the Super NES. For information on using this Game Pak with the Super Game Boy, please refer to the Super Game Boy section of this manual on page 22.

FOR GAME BOY USE:

One Player

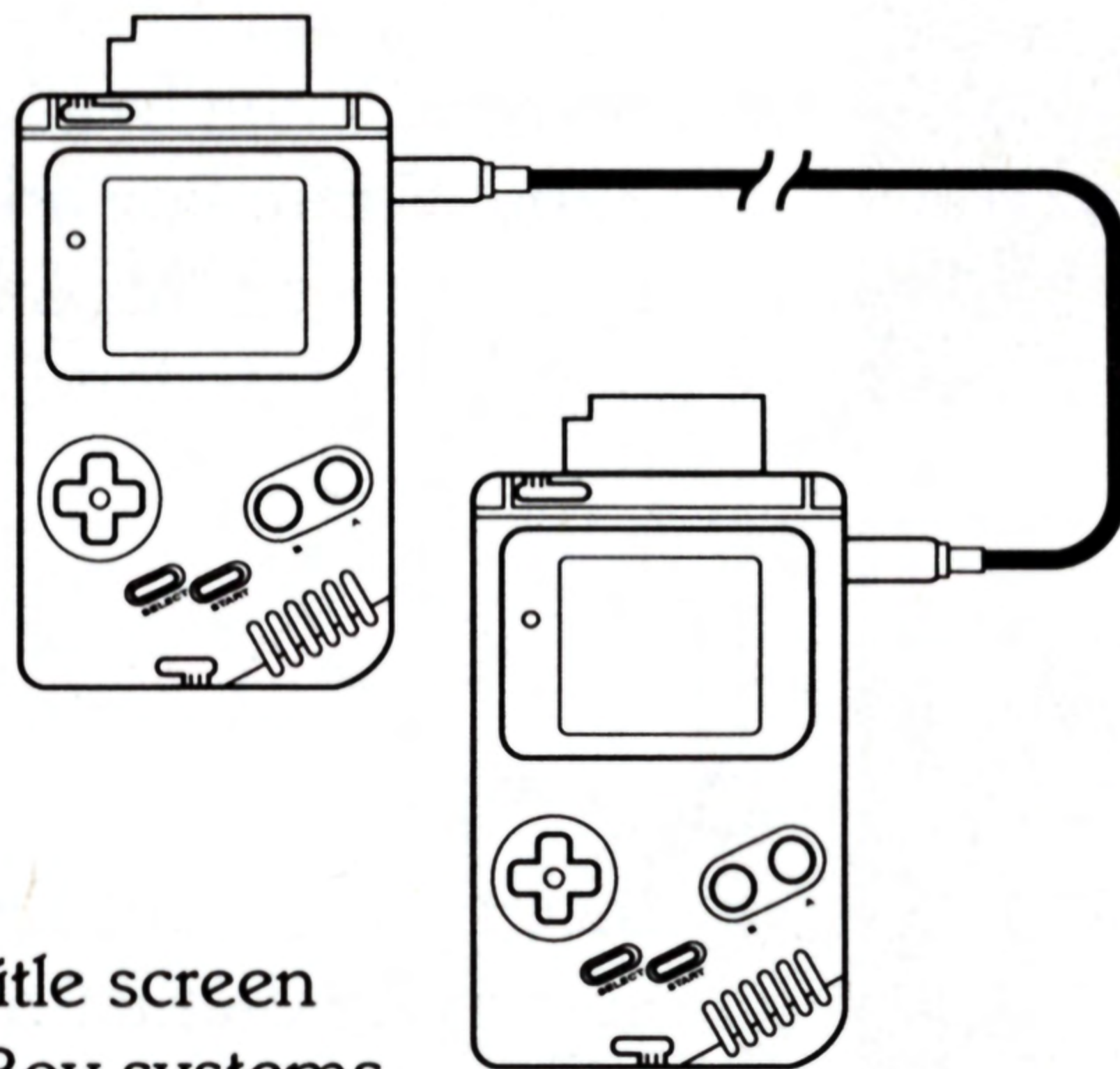
Insert your WildSnake Game Pak into your Game Boy, then switch the Game Boy Power Switch to the On position. The Title Screen will appear. Press the Start Button to begin.

Two Player

To play with two players, you will need the following:

- 2 Game Boy systems
- 2 WildSnake Game Paks
- 1 Game Link cable

1. Connect the Game Link cable as shown in the figure on the right. Insert both WildSnake Game Paks and turn both systems POWER switches ON at the same time.
2. After making sure that the title screen appears on the two Game Boy systems, push START to set your options and begin game play.



Controls

Control Pad:

Use the Control Pad to manipulate falling snakes. Pressing Left or Right will make the snakes slither to the left or right as they fall. Pressing Down will make the snakes fall faster.

The Control Pad is also used to move the cursor and change selections in the menus.

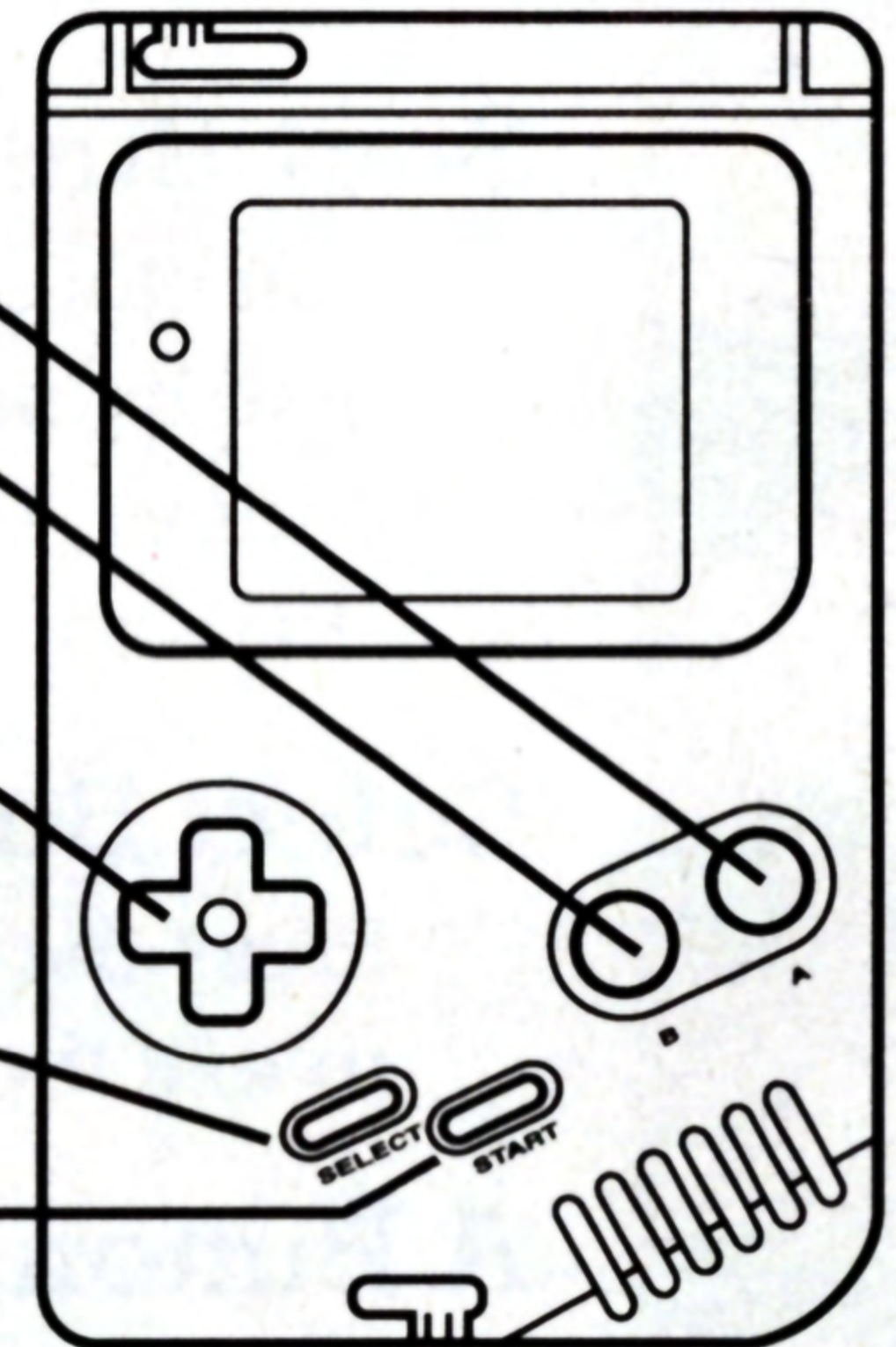
A Button

B Button

Control Pad

Select Button

Start Button



Start Button:

You can start the game and pause the action during game play by pressing the Start Button. When the action is paused, the playing field will disappear and the message "Paused" will appear.

Select Button:

Press the Select Button when the action has been paused to exit the game and return to the Title Screen.

A Button:

Press the A Button to change selected options in the menus.

B Button:

The B Button allows you to switch from one menu to the next.

Game Play

Object

The object of WildSnake is to keep the snake population in the playing field under control by matching snakes and letting snakes of similar types eliminate each other.

If the pile of snakes reaches the top of the screen, the game is over.

Game Screen

The basic game screen consists of three main elements:



Playing Field

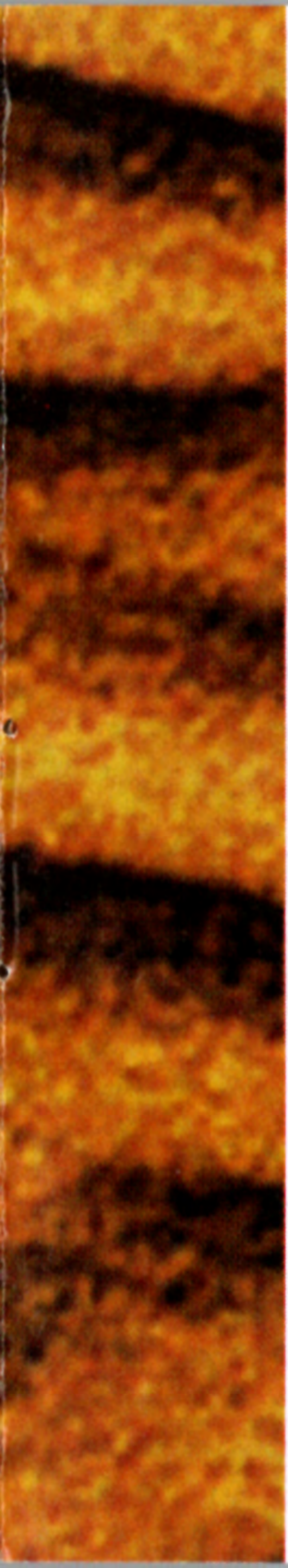
This is where most of the action takes place. As snakes fall into this area, your mission is to manipulate them so that they touch and eliminate snakes of their own kind. Players can select from 10 different playing field shapes. The standard rectangle is best for novice players; the shapes with narrow sections and obstacles are more suited to experienced players who are looking for new challenges.

Preview Box

This small box displays the shade, design and length of the next snake to fall.

Score and Game Information

The information on the screen shows the current score, the number of snakes that have been eliminated and the current game level. The game level dictates the number of different types of snakes that are appearing and the speed



at which the snakes fall. In the King Cobra Challenge, the score, number of snakes left to be eliminated and the time remaining are displayed.

Snake Moves

Snakes fall into the playing field one at a time. Your goal is to guide these creatures so that they eliminate as many snakes of the same type as possible. You control the head of the snake, moving it to the left and right as it slithers downward. When the snake reaches a dead end, it will stop slithering and freeze in place. If the creatures supporting a particular snake move or are eliminated, the snake will slither down naturally until it reaches another dead end, eliminating any similar snakes it encounters on its way. This “cascade” of moving snakes may cause the entire pile to shift and shrink, leaving space for more snakes to fall.

Special Snakes

There are two types of special snakes that fall into the playing field at random: the Wild Snake and the King Cobra. The Wild Snake is a flashing creature which eliminates all of the snakes in the pile that match the first snake it touches. The King Cobra is a creature which plows through the playing field devouring all of the snakes in its path. While players can control the path of the Wild Snake, but not that of the King Cobra, both of these creatures have the power to start a cascading chain reaction which can drastically change the pile of accumulated snakes.

Menus

Before you begin playing WildSnake, use the menus to set the playing conditions. Press Up and Down on the Control Pad to highlight the various types of options, and press Left and Right on the Control Pad, or the A Button, to cycle through the choices. You can switch from one menu to the

next by pressing the B Button. When the options are set to your liking, press the Start Button to begin playing.

Main Menu

Play Types

There are three WildSnake difficulty settings to choose from (easy, normal and hard) along with the King Cobra Challenge. These settings determine the number of different types of snakes that appear at the beginning of the game and the speed at which they fall.



Preview

The Preview option determines whether or not the box showing the next snake to fall is displayed.

Grid Shapes

There are ten different grid shapes which range from the standard vertical rectangle to an hourglass pattern or “X” shape.

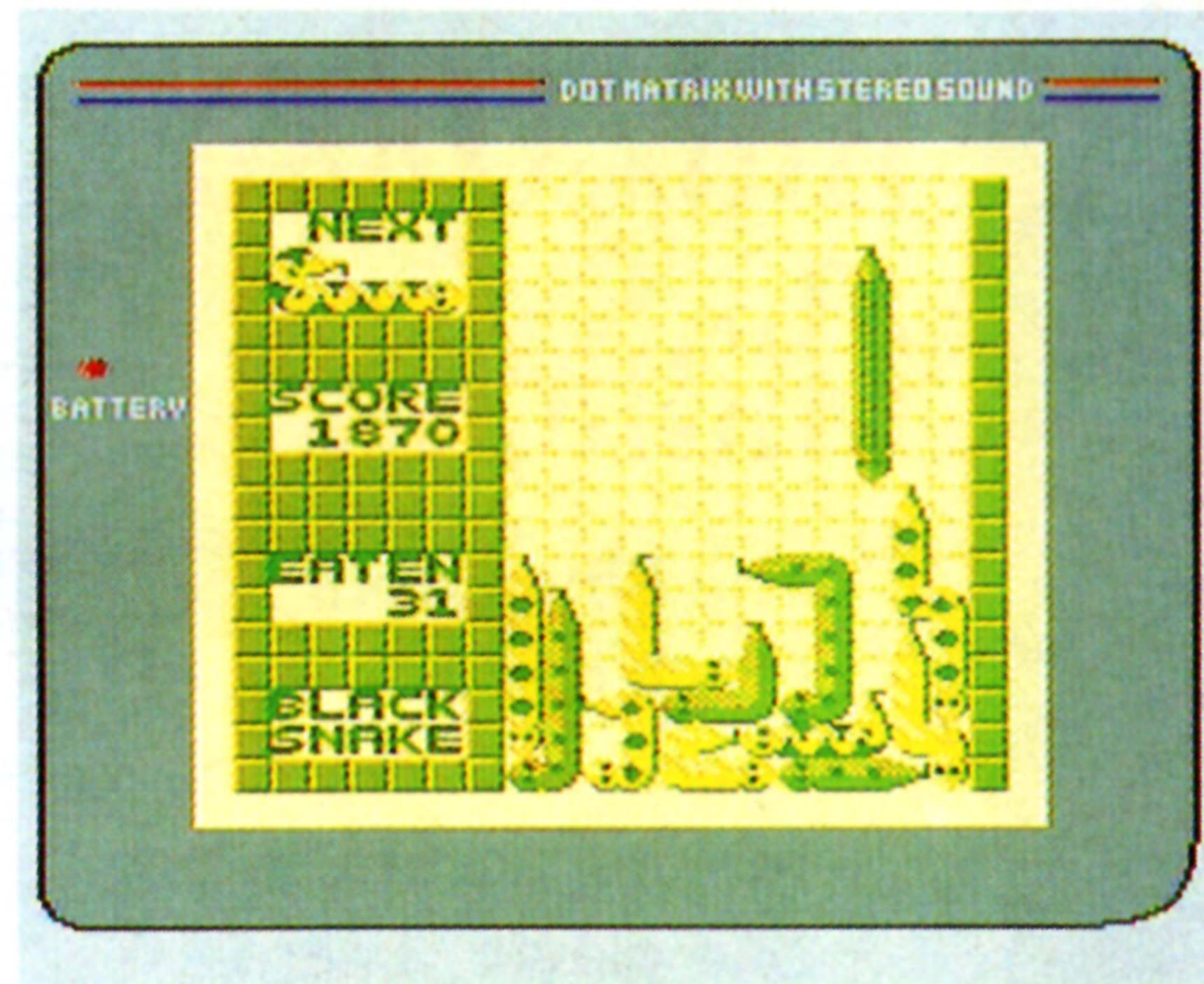
Obstacles

If Obstacles are activated, several blocks will appear on the playing field for an extra challenge. The “Wink” option causes obstacles to randomly appear and disappear on the playing field.

One-Player Game

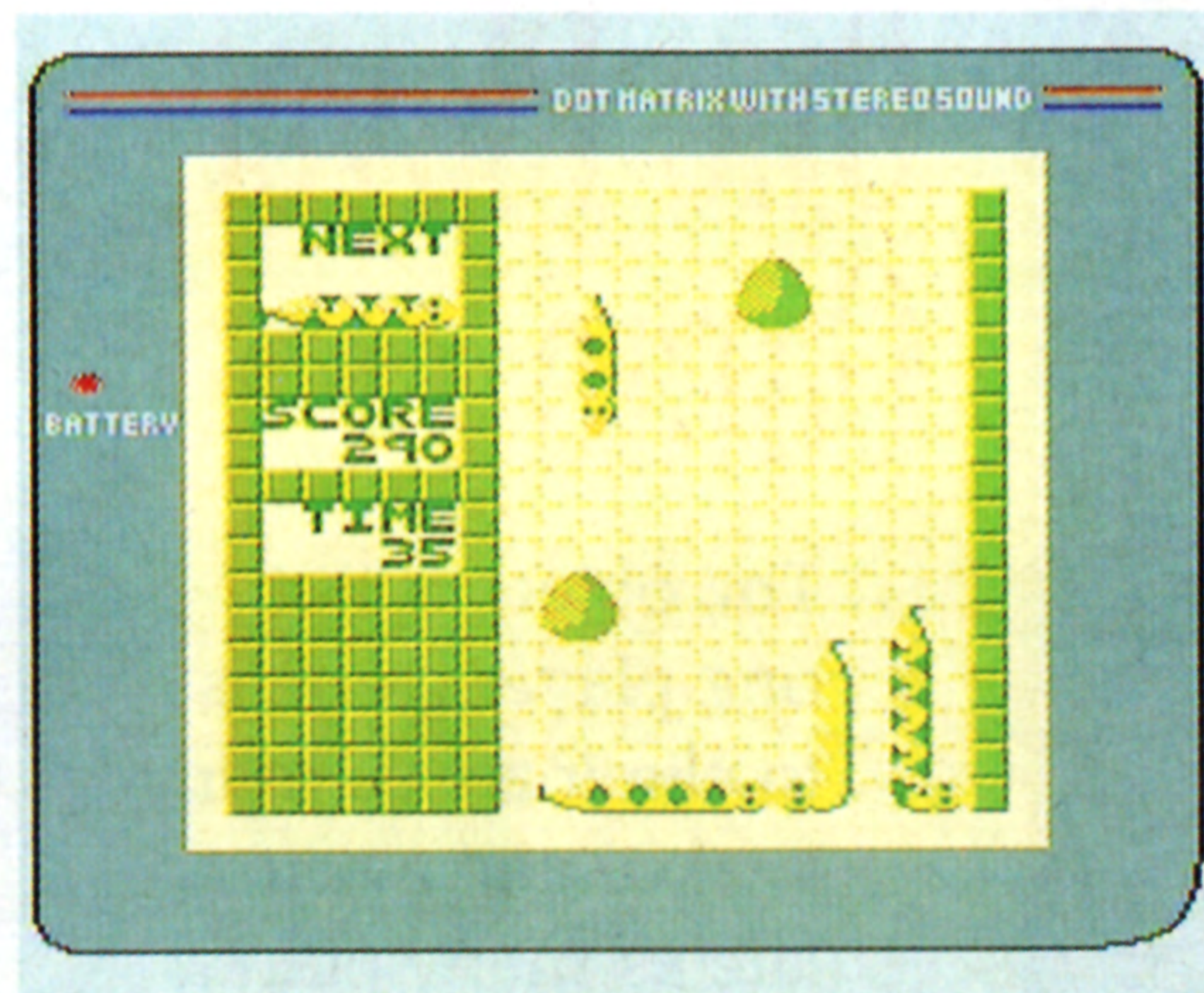
The object of the one-player game is to eliminate as many snakes and accumulate as many points as possible. As time goes on, a greater variety of snakes appear and the creatures fall at a faster rate.

The game levels range from the Nestling level with four types of snakes falling at a slow pace, to the King Cobra level with 10 different types of snakes falling at a faster pace. You'll earn points for each match, and the points per match increase as time and difficulty progress.



King Cobra Challenge

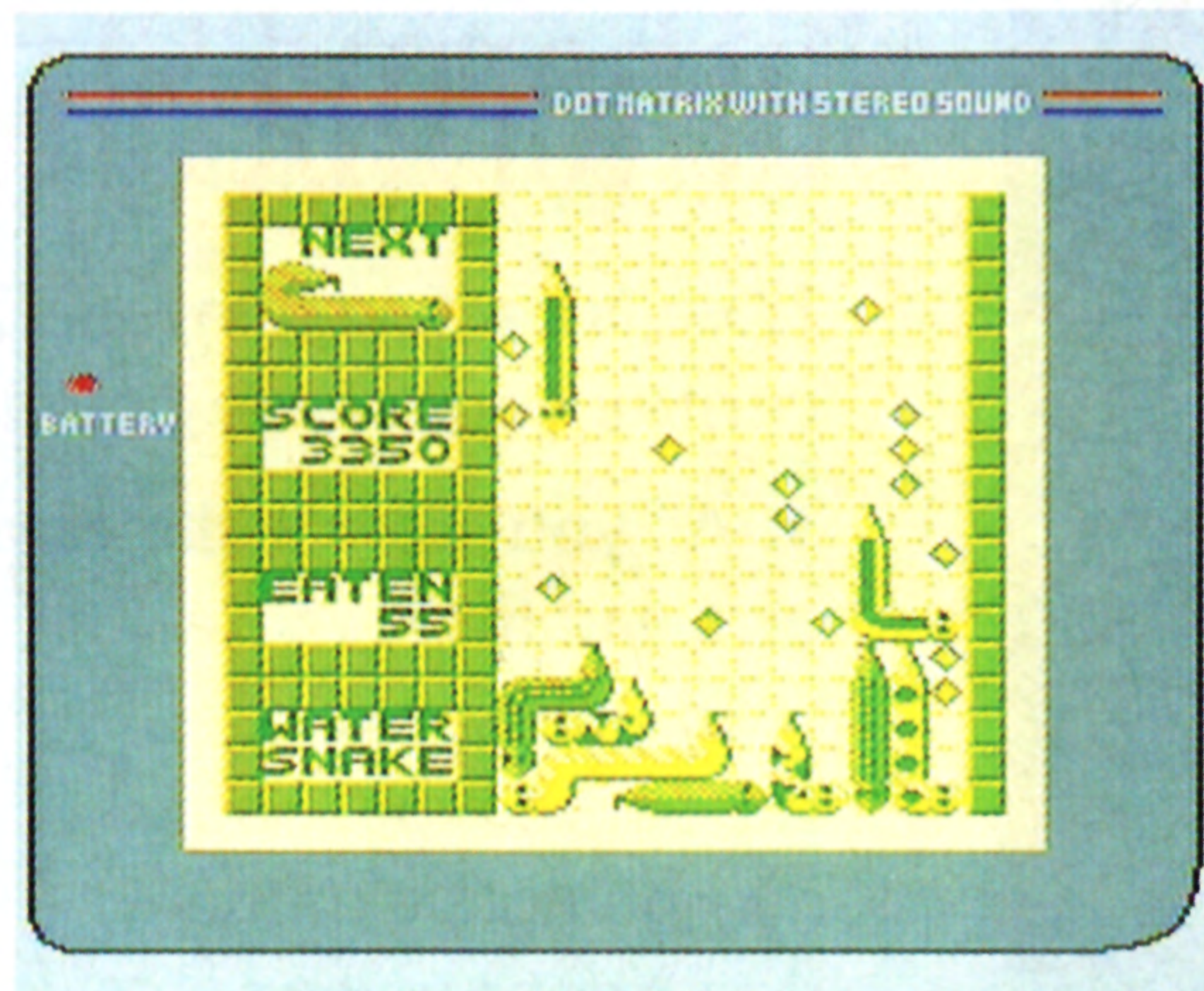
The King Cobra Challenge is a test of speed and match-making accuracy for one player. There are eight challenge levels with a qualifying round before each level begins. Each of the challenges offer a variety of different WildSnake game variations. In this mode, the game is over when you fail to complete a qualifying round.



Two-Player Game

The object of the two-player mode is to outscore and outlast your opponent in simultaneous snake-matching action. If you eliminate multiple snakes with a single drop, obstacles will appear temporarily in your opponent's playing field.

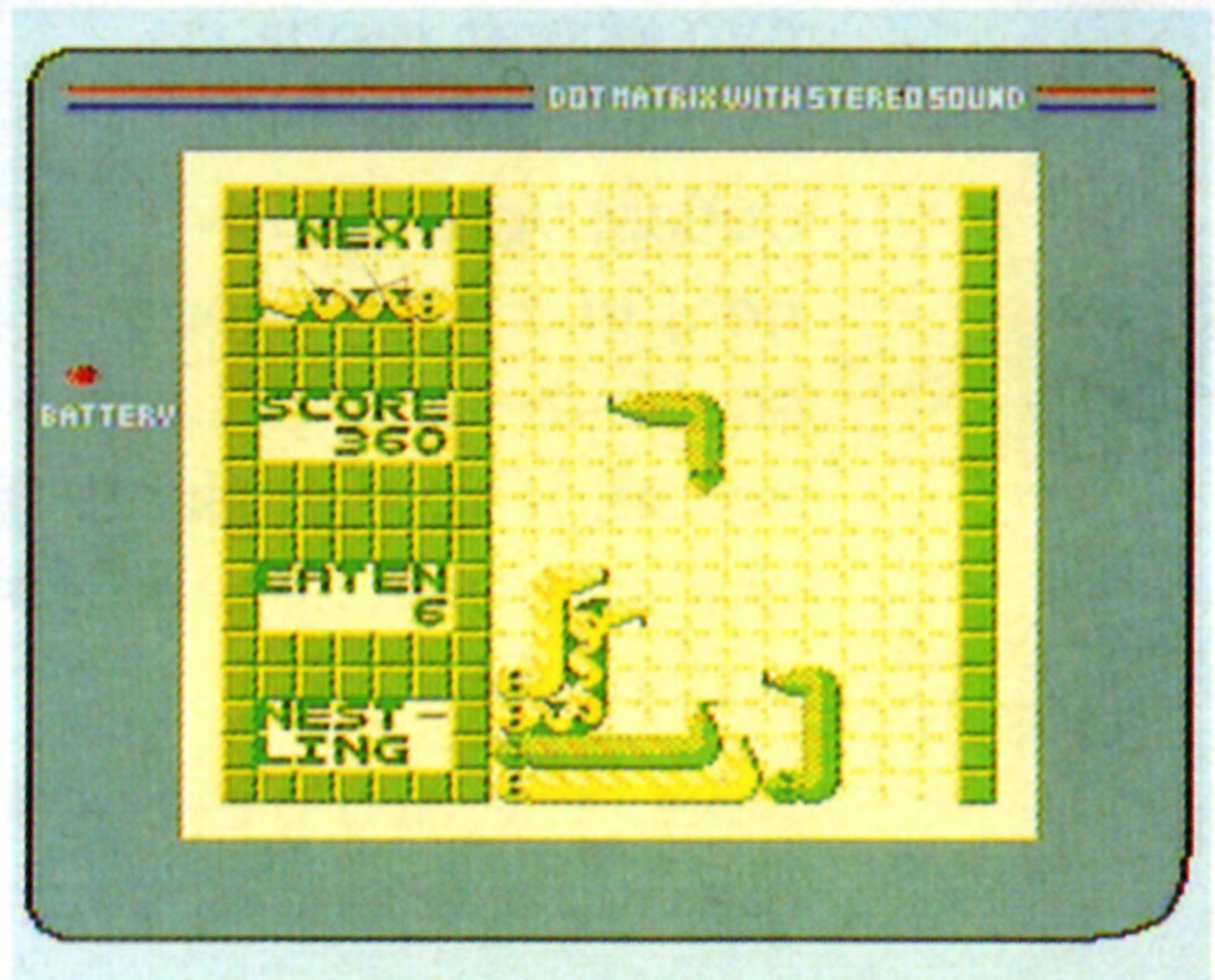
Note: The two-player game cannot be played when using the Super Game Boy accessory for the Super NES.



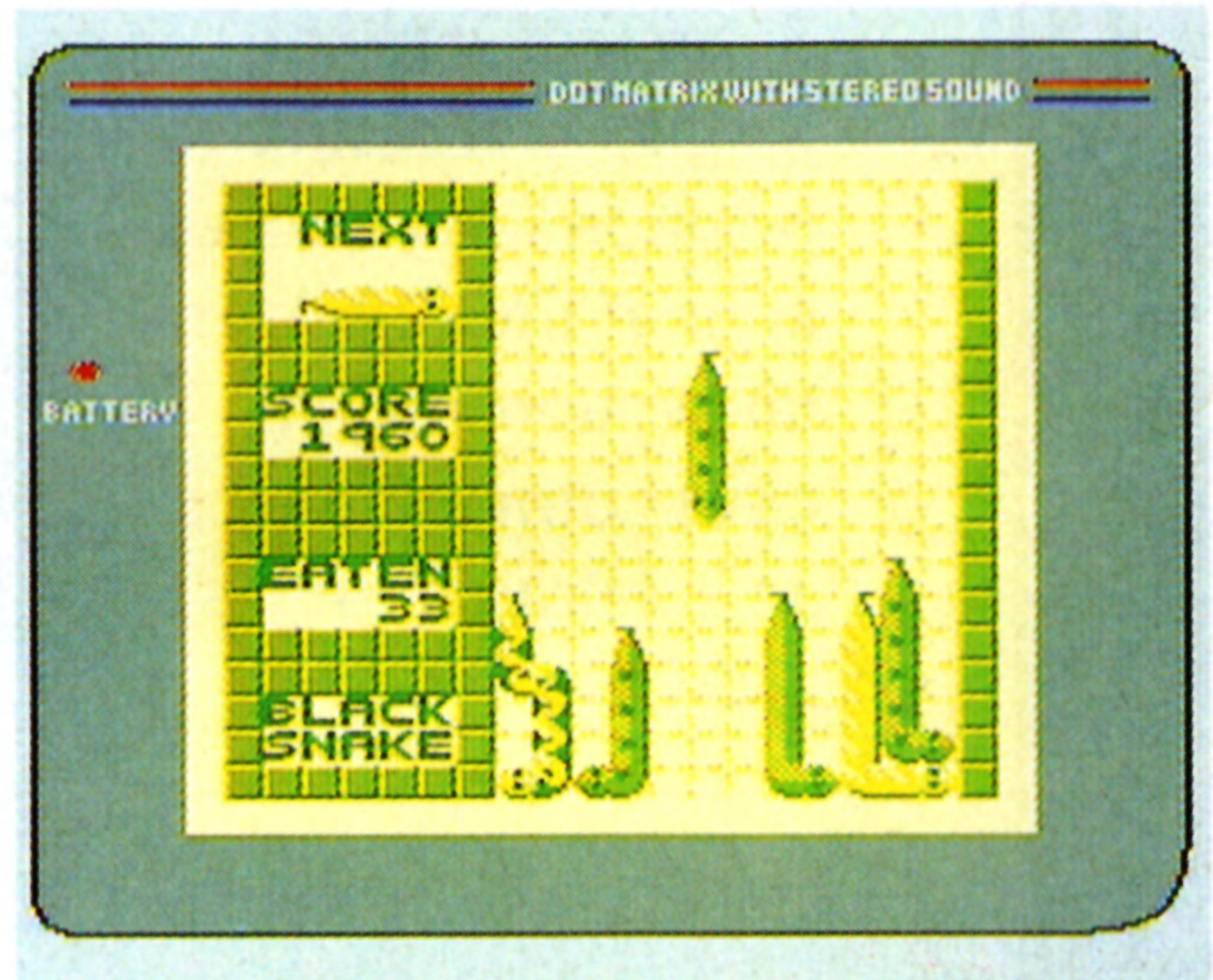
Slithering Strategies

Here are a few things to keep in mind while you try to control your snake population:

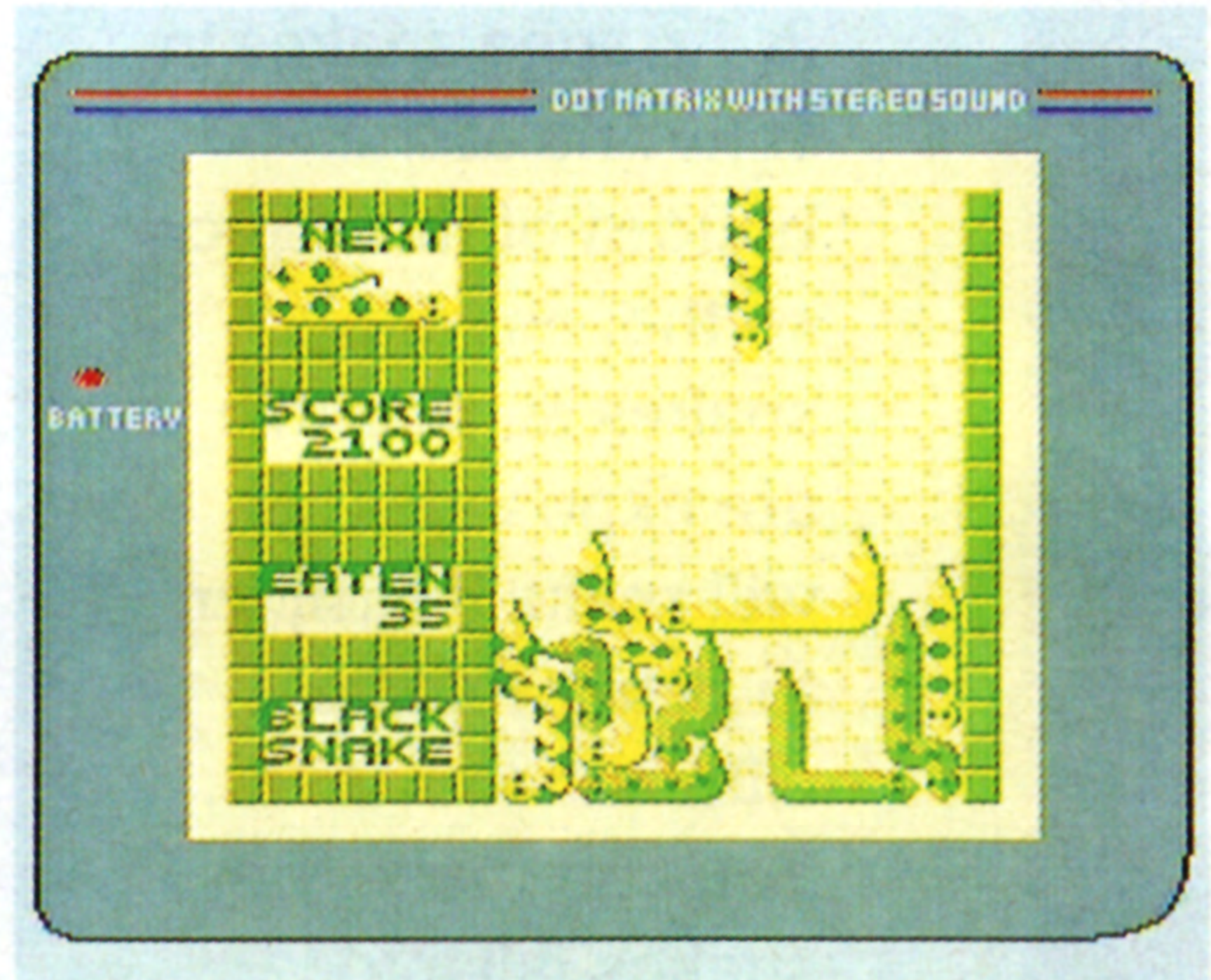
1. As you steer a slithering snake, it is possible to touch and eliminate more than one snake of the same type. Look for multiple elimination opportunities and choose your routes wisely.



2. Arrange snakes in columns at the bottom of the screen so that as many snakes as possible are exposed. This will make it simpler to plan multiple elimination moves. You can make the snakes fall into columns by dropping them straight down, one square to the left or right of a snake or wall, then turning their heads towards the barrier before they hit bottom.



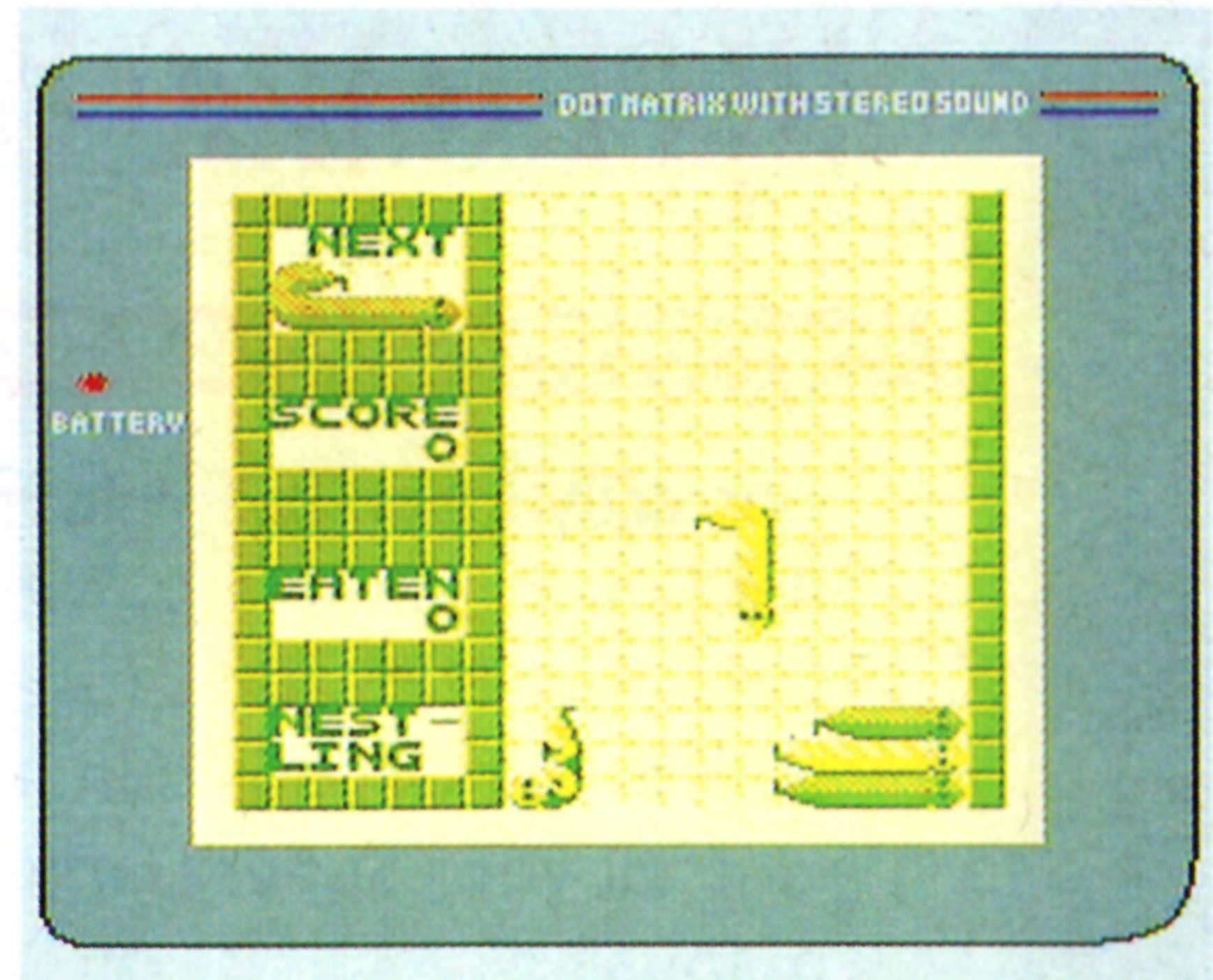
3. Snakes vary in length. Make sure to position long snakes so that their horizontal sections don't cover other snakes, as illustrated in this example.



4. Think ahead!

When a new snake drops, be aware of where snakes identical to it lie. If an identical snake is exposed, use the dropping snake to eliminate it. If an identical snake lies buried under a different snake,

position the dropping snake so that it will automatically cascade into its mate if the snake lying between them is eliminated.

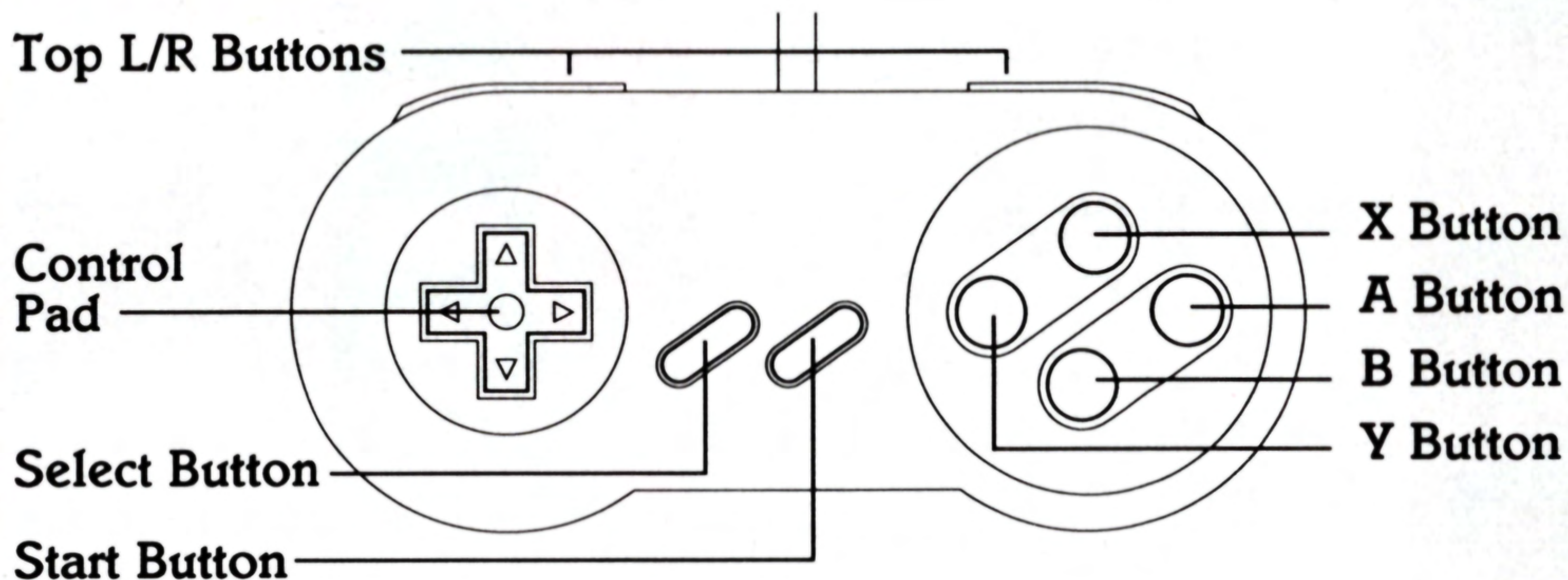


Super Game Boy

FOR SUPER GAME BOY USE:

Correctly insert the WildSnake Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further information, please consult your Super Game Boy and Super NES instruction manuals.

Controls



Control Pad:

Use the Control Pad to manipulate falling snakes. Pressing Left or Right will make the snakes slither to the left or right as they fall. Pressing Down will make the snakes fall faster.

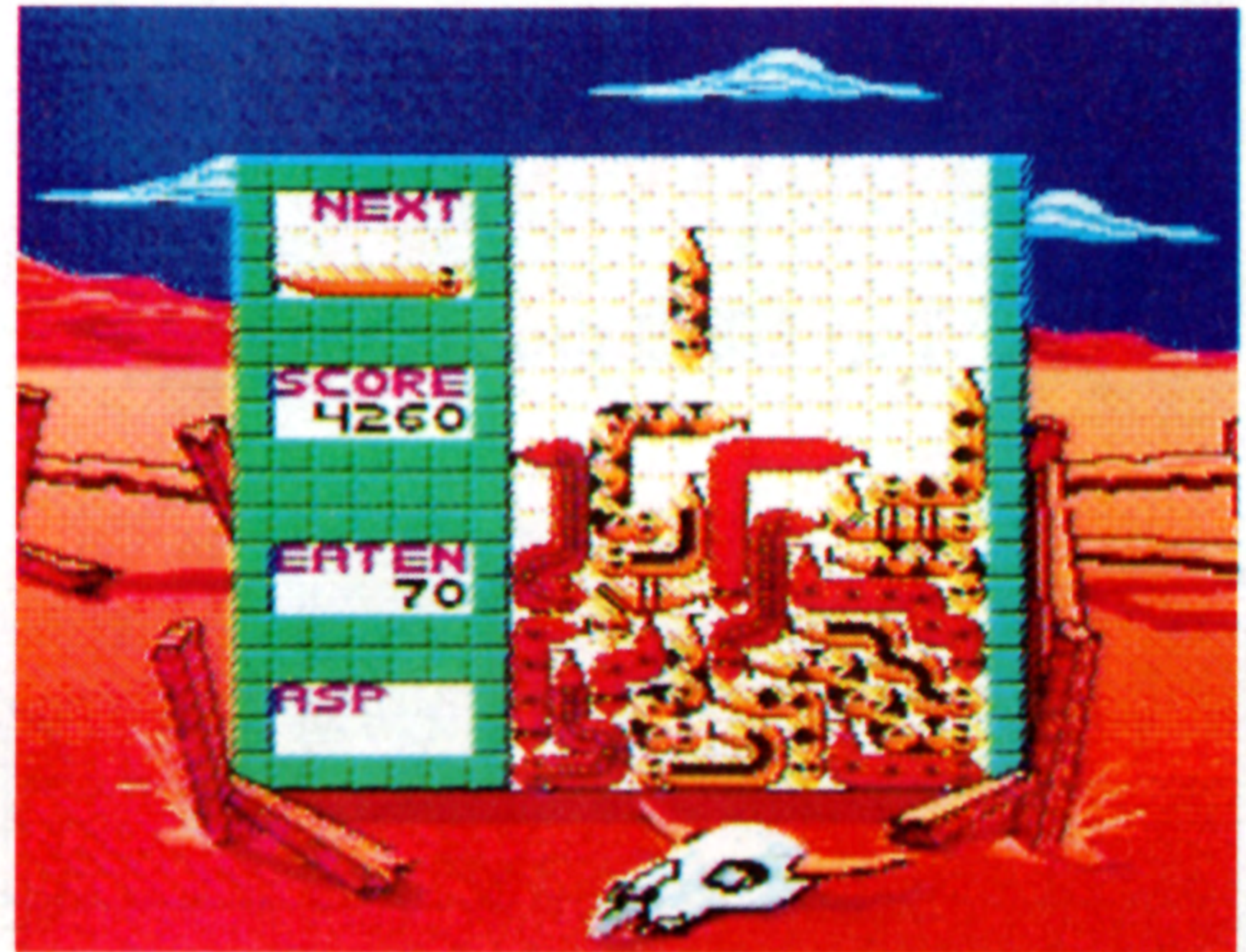
The Control Pad is also used to move the cursor and change selections in the menus.

Start Button:

You can start the game and pause the action during game play by pressing the Start Button. When the action is paused, the playing field will disappear and the message "Paused" will appear.

Select Button:

Press the Select Button when the action has been paused to exit the game and return to the Title Screen.



A Button:

Press the A Button to change selected options in the menus.

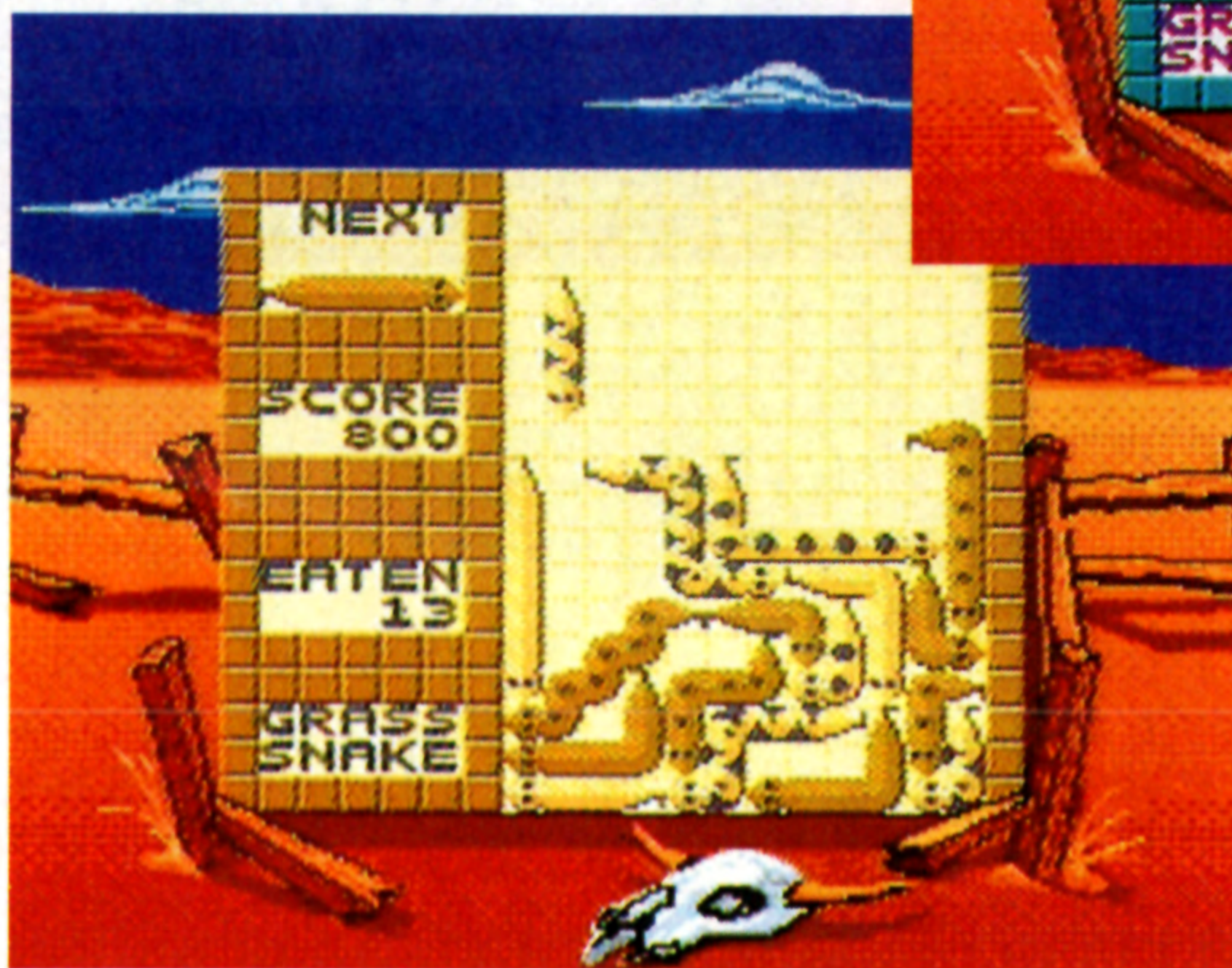
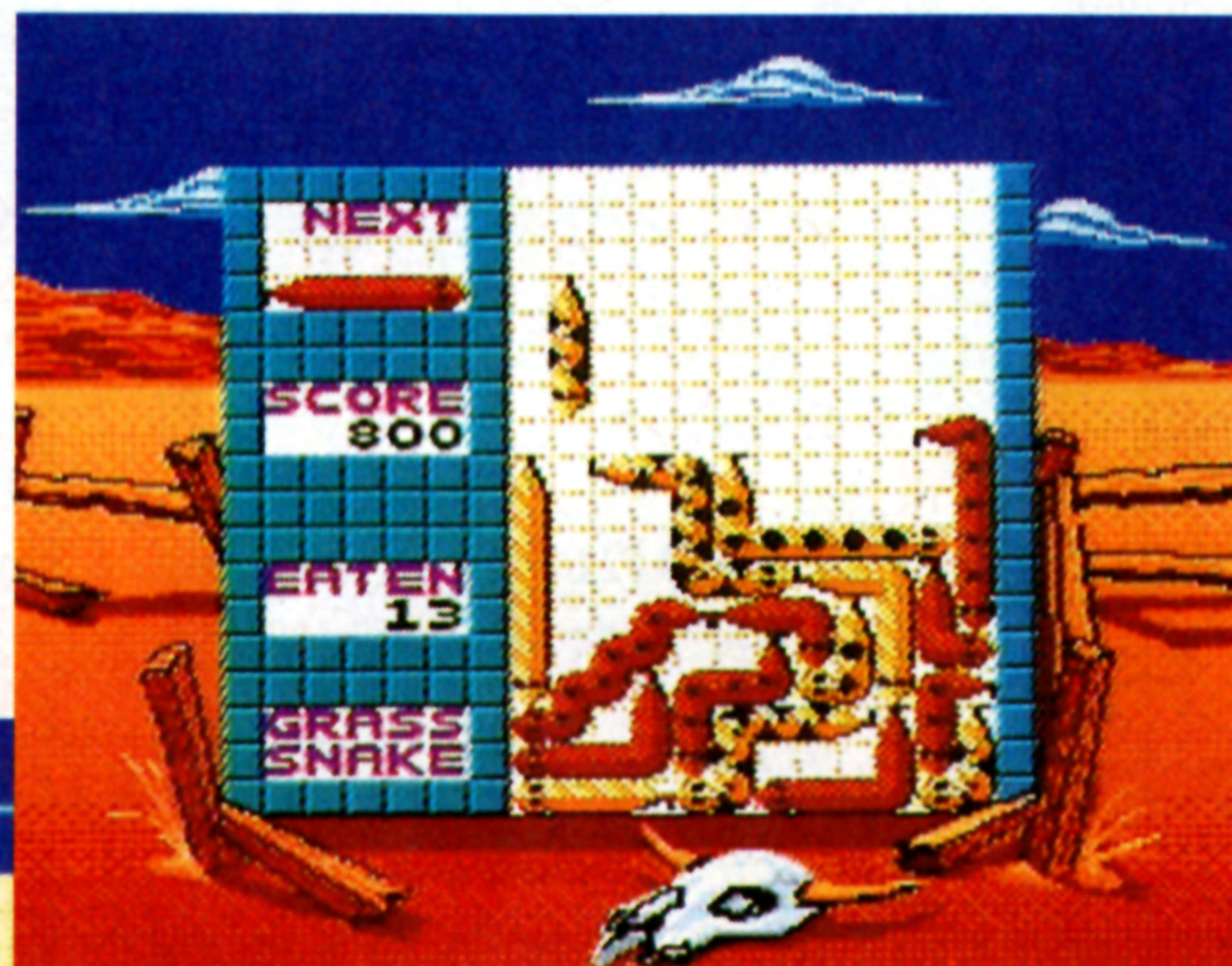
B Button:

The B Button allows you to switch from one menu to the next.



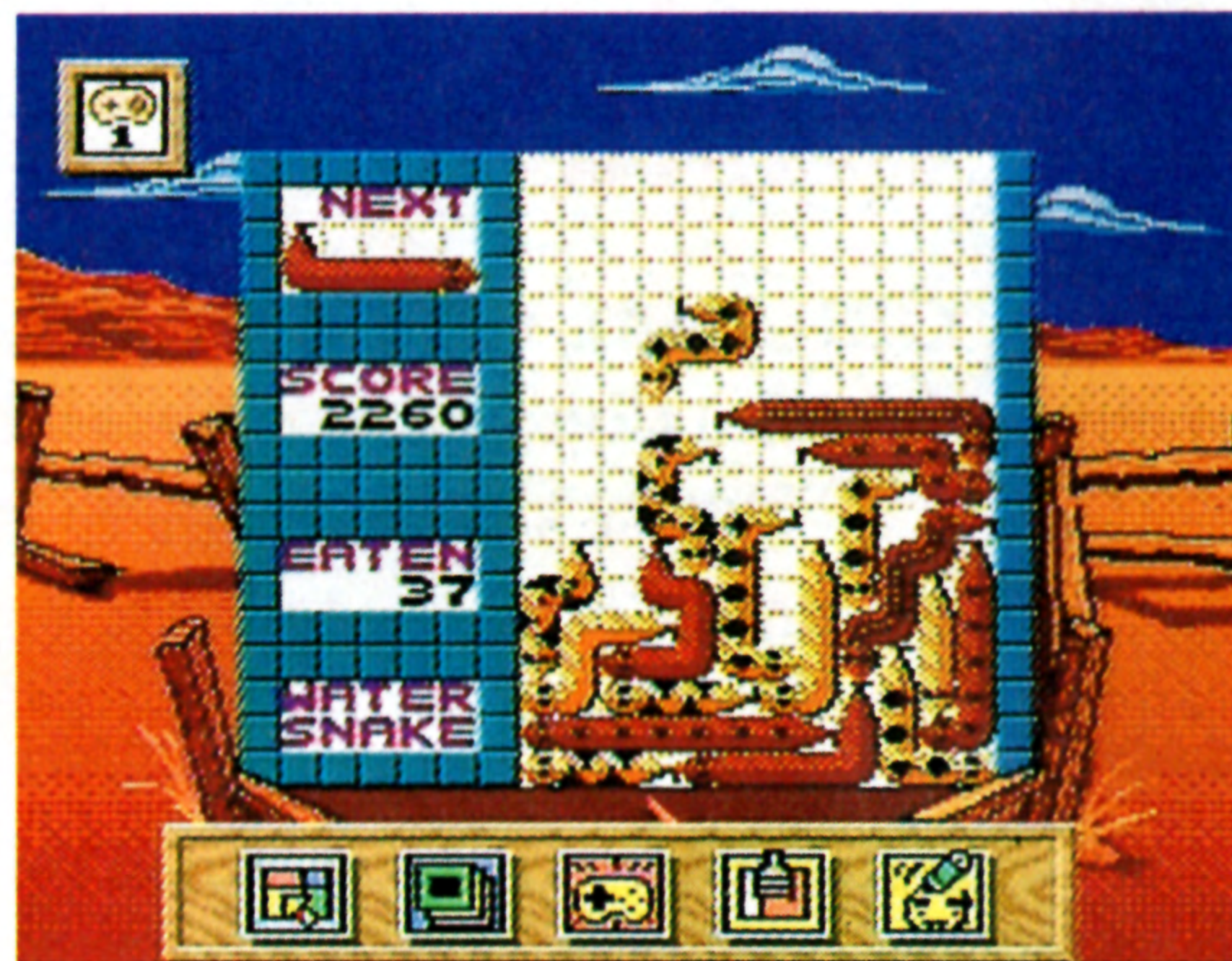
X Button:

The X Button toggles the screen display between the Super Game Boy enhanced color display and your selected color palette.



L + R Buttons:

When pressed simultaneously, the L & R Buttons allow you to access the Super Game Boy menu.



For more information on Super Game Boy borders and menu options, please refer to your Super Game Boy instruction manual.

Credits

ORIGINAL GAME BY J. S. C. GAMOS

Original Concept

Alexey Lysogorov

Original Game Design

Eugene Sotnikov

PRODUCED BY BULLET-PROOF SOFTWARE

Product Managers

John Knoll

Kris Wakida

Special Thanks

Scott Tsumura

Sheila Boughten

Patricia Whisler

Betsy Scougale

Alexey Pajitnov

DEVELOPED BY ROBERT CHAMPAGNE

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1. DO NOT return your defective cartridge to the retailer.
2. Notify Spectrum HoloByte's Customer Support department of the problem requiring warranty service by calling (510)522-1164. Our Customer Support department is in operation from 9:00 AM to 5:00 PM Pacific Standard Time, Monday through Friday.
3. If the Spectrum HoloByte Customer Support Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective cartridge, and return your cartridge postage paid, at your risk of damage, together with your dated sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Spectrum HoloByte
Customer Support Department
Attn: WildSnake Game Boy
2490 Mariner Square Loop
Alameda, CA 94501**

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