SNAFU
Intellivision Cartridge Instructions
(For 1 or 2 Players)

The contest is on! Create a maze to corner your opponents...before you are
cornered yourself. Split-second reflexes keep your trail in motion -- while
blocking your opponent and/or the computer in a trap from which there is no
escape. Or direct a hungry serpent after your opponent, and bite his tail off
before he bites yours. It's a twisting tangle which only the swift survive. 16
game variations put you in control.

OBJECT OF THE GAMES

Trap Games (12 variations) -- To keep your trail moving without colliding -- and
to block your opponents' trails so that they are forced into collisions. Trails
that collide with others, with the edge of the picture, with obstacles or
themselves are eliminated.

Bite Games (4 variations) -- To make contact between the head of your serpent and
the tail of your opponent's serpent, "biting" off one link with each contact. The
winner is the surviving serpent.

WHEN YOU SEE THE GAME TITLE, SELECT YOUR GAME SPEED.

Fastest -- Press Disc.
Medium Fast -- Press Key 1.
Medium -- Press Key 2.
Slow -- Press Key 3.

TRAP GAMES

PICK YOUR GAME VARIATION
Key in the number for the Trap game variation you want. (See table
below.) Then press ENTER.

SELECT NUMBER OF ROUNDS
Key in any number from 1 to 99. Then press ENTER.

During Trap games, the number of rounds remaining is shown as a
white digit in the lower left corner of the screen.

BEFORE THE ACTUAL START OF ANY GAME, YOU CAN RETURN TO THE
TITLE FRAME AND START OVER BY PRESSING ANY SIDE BUTTON ON
EITHER HAND CONTROLLER.

GAME VARIATION 1
Movement: Horizontal/Vertical
Number of Trails: 4
Trails (After Hit): Disappear
Obstacles: NO

GAME VARIATION 2
Movement: Horizontal/Vertical
Number of Trails: 4
Trails (After Hit): Remain
Obstacles: NO

GAME VARIATION 3
Movement: Horizontal/Vertical
Number of Trails: 2
Trails (After Hit): Disappear
Obstacles: NO

GAME VARIATION 5
Movement: Horizontal/Vertical/Diagonal
Number of Trails: 4
Trails (After Hit): Disappear
Obstacles: NO

GAME VARIATION 6
Movement: Horizontal/Vertical/Diagonal
Number of Trails: 4
Trails (After Hit): Remain
Obstacles: NO

GAME VARIATION 7
Movement: Horizontal/Vertical/Diagonal
Number of Trails: 2
Trails (After Hit): Disappear
Obstacles: NO

GAME VARIATION 9
Movement: Horizontal/Vertical
Number of Trails: 4
Trails (After Hit): Disappear
Obstacles: YES

GAME VARIATION 10
Movement: Horizontal/Vertical
Number of Trails: 4
Trails (After Hit): Remain
Obstacles: YES

GAME VARIATION 11
Movement: Horizontal/Vertical
Number of Trails: 2
Trails (After Hit): Disappear
Obstacles: YES

GAME VARIATION 13
Movement: Horizontal/Vertical/Diagonal
Number of Trails: 4
Trails (After Hit): Disappear
Obstacles: YES

GAME VARIATION 14
Movement: Horizontal/Vertical/Diagonal
Number of Trails: 4
Trails (After Hit): Remain
Obstacles: YES

GAME VARIATION 15
Movement: Horizontal/Vertical/Diagonal
Number of Trails: 2
Trails (After Hit): Disappear
Obstacles: YES

ALL GAME VARIATIONS CAN BE PLAYED BY ONE OR TWO PEOPLE

HOW TO PLAY TRAP GAMES

The only control you use in the Direction Disc. The left hand controller directs
the Red trail; the right hand controller directs the Blue trail. Yellow and Tan
trails are directed by the computer.

If you do not touch one Direction Disc, the computer will direct that trail. Once

you touch a Disc, YOU have control of that trail for the rest of the round.

After a game first starts, the computer randomly selects the direction in which your trail starts to move. Trail responds to your pressure on the Disc after it had moved one square.

Your trail will not respond if you try to change direction to the exact opposite of your present movement, since this would cause you to have a head-on collision with yourself.

GAME STRATEGY

Direct your trail so that it always has room to keep moving freely. At the same time, try to block your opponents so that they are forced into a collision. If a trail collides with the edge of the picture, with an obstacle, with another trail or with part of itself, it is eliminated from the round. Depending on game variation, eliminated trails may disappear or remain on screen as additional obstacles.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each round of a game with this variation.

DIAGONAL MOVEMENT

In game variations that allow diagonal movement, you can cross a diagonal trail when moving diagonally yourself. However, the intersection must be between links.

If you are about to crash, you will hear a BEEP one square before collision. Blue trail will be warned with a HIGH beep. Red trail will be warned with a LOW beep.

SCORING

When a trail collides and is eliminated, all other surviving trails are awarded one point. If two trails collide simultaneously, both are eliminated and neither receives a point. Any other surviving trails, however, receive two points. Points are accumulated throughout the number of rounds set at the beginning of the game (up to 99). Points are displayed along the bottom of the screen, in the color of the trails.

MUSIC

The computer music lets you know that the current round of play had reached the "showdown" stage -- a battle between the last two existing trails. If you are playing a 2-trail variation of the game, you will hear the music throughout the entire round of play. Music also signals you when the game is over.

AT THE END OF A GAME, YOU CAN RETURN TO THE TITLE FRAME TO START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

BITE GAMES

PICK YOUR GAME VARIATION

Key in the number for the Bite game variation you want. (See table below.) Then press ENTER. Game starts immediately.

GAME VARIATION 4
Movement: Horizontal/Vertical
Obstacles: NO

GAME VARIATION 8
Movement: Horizontal/Vertical/Diagonal
Obstacles: NO

GAME VARIATION 12
Movement: Horizontal/Vertical
Obstacles: YES

GAME VARIATION 16
Movement: Horizontal/Vertical/Diagonal
Obstacles: YES

ALL BITE GAME VARIATIONS ARE 2-PLAYER GAMES, WITH 2 SERPENTS. BEFORE THE ACTUAL
START OF ANY GAME, YOU CAN RETURN TO THE TITLE FRAME AND START OVER BY PRESSING
ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

HOW TO PLAY BITE GAMES

The only control you will use is the Direction Disc. Left hand controller directs
the Red serpent; right hand controller directs the Blue serpent. BITE GAMES ARE
2-PLAYER GAMES. If you leave either serpent to the computer's control, that
serpent will travel back and forth across the screen until it eventually eats
itself.

When game starts, computer randomly selects the direction of movement for both
serpents. Serpents respond to Disc direction after they have moved one square.

GAME STRATEGY

Maneuver your serpent to make contact between the head of your serpent and the
end of your opponent's serpent's tail, "biting" off one link. Each serpent starts
with 10 links. A serpent can grow a new link (up to a maximum length of 20), if
it is not bitten within a certain length of time. The time required to grow a new
link depends on the speed at which you are playing.

Fast speed -- approx. 20 seconds
Medium Fast speed -- approx. 27 seconds
Medium speed -- approx. 33 seconds
Slow speed -- approx. 40 seconds

If a serpent runs into the edge of the picture and doubles back on itself, it
will lose one link. Display at the bottom of the screen shows how many links each
serpent has left. The game is over when a serpent loses all its links. The winner
is the surviving serpent.

OBSTACLES

In game variations where obstacles occur, these appear as different colored
objects scattered about the screen. The computer randomly sets the number and
position of obstacles for each round of a game with this variation. If a serpent
runs into an obstacle, it will change direction of movement.

COMPUTER MUSIC SIGNALS YOU WHEN THE GAME IS OVER. AT THE END OF A GAME, YOU CAN
RETURN TO THE TITLE FRAME TO START OVER BY PRESSING ANY SIDE BUTTON ON EITHER
HAND CONTROLLER.

(c)1981, 1998 Intellivision Productions, Inc.