

# TH

# nake

**ZX SPECTRUM 16k & 48k**

**USER MANUAL**

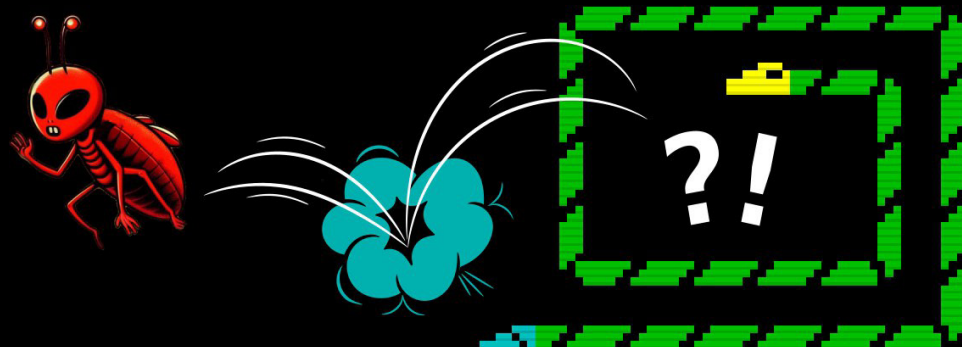


## Story

On the winter darkest night, beings from another planet descent over the Finish steppe with no good intentions. The light show and the loud noise produced by the starship has awaken our protagonist from its winter hibernation. He is furious and hungry but, to his surprise, the field seems full of appetizing arachnids. These visitors will soon discover that his 8bit-like insect shape could never be more dangerous.

## Objective

Feed from outer world arachnids and, while you are at it, save the Earth! But be quick, as they might fly away after some time. The more you eat, the longer you will became and the more death bodies you will leave behind. Avoid crashing with your preys corpses, with the limits of the map and with your own body if you don't want the game to finish too soon. Earn one point for each arachnid eaten. Beat you own and your friends record and unlock new levels!



A delicious  
bite



A heavy  
digestion



R.I.P.  
Avoid corpses



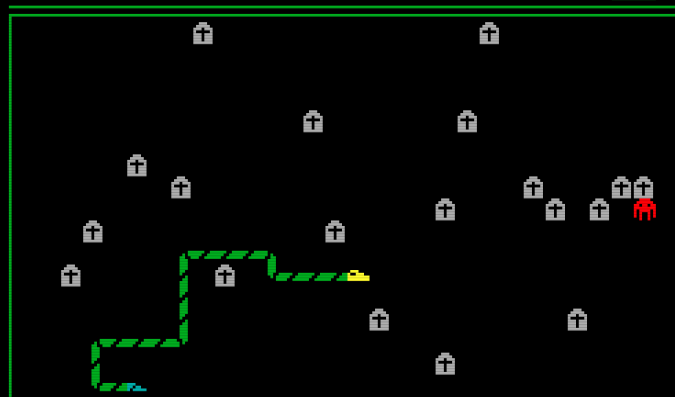
## Game screen

Current  
score

19

Top

20



Q A O P

Controls



33

20



Q A O P

44

20



Q A O P

60

20



Q A O P

## Controlling your snake

Your snake is fully controlled from the keyboard:

UP - Head your snake up with Q.

DOWN - Head your snake down with A.

LEFT - Head your snake left with O.

RIGHT - Head you snake right with P.

PAUSE - You can pause the game pressing any key.

CONTINUE - Press any direction key (Q A O P) to exit pause.

START - Press any key to start a new game.

NOTE. The snake keeps moving in the same direction automatically, without the need to keep direction keys pressed all the time.







## Compatibility

ZXNAKE has been created for ZX Spectrum 16k and 48k. The full-colour detailed graphics have been achieved thanks to the power of 10 BASIC lines and all 21 UDG available in Sinclair Basic. In any 128k Spectrum model ZXNAKE must be run in 48k mode; ZXNAKE is not compatible with 128k BASIC.

## Loading instructions from tape

1. For 128k/+2 models, first make sure to enter the 48k BASIC mode.
2. Connect the EAR socket on the recorder to the EAR socket on the Spectrum. Make sure the MIC lead is disconnected.
3. Insert the cassette tape into the recorder with the labelled side facing up and rewind to the beginning.
4. Type LOAD "" or LOAD "zxsnake" and press the ENTER key.
5. Press PLAY on the recorder.
6. ZXNAKE will automatically load and appear on screen in about 20 seconds. If the load fails, rewind the tape, adjust the VOLUME control on the recorder and try again.
7. Have fun with the game!

Note: Full loading instructions can be found in your ZX Spectrum user manual.

## Launching from an emulator

The recommended emulator for running ZXNAKE is Fuse (the Free Unix Spectrum Emulator), although it should work fine in any emulator supporting ZX Spectrum 16k or 48k. In many cases the game should start simply by making double-click on the file "zxsnake.tap". The following are detailed instructions for Fuse emulator:

1. Open Fuse emulator.
2. Go to the menu Machine->Select... (F9). The machine selection window will open up. Select Spectrum 16k or Spectrum 48k. Press OK.
3. Go to the menu file->open (F3). The file selection window will open up. Search and select the file "zxsnake.tap" and press OPEN. Depending on the configuration of the emulator, ZXNAKE will load automatically. If it does not, continue with the next step.
4. In the emulation window type LOAD "" and press ENTER. The game will load and start.

## Acknowledgements

ZXNAKE has been developed by M. Garin for the "13th Edition of BASIC 10 Liner contest (2024)". Tape cover artwork has been derived from images created with Bing Image Creator.

