CREATIVE SOFTWARE

PRESENTS

SERPENTINE

CARTRIDGE FOR USE WITH THE COMMODORE VIC-20

1983 CES SOFTWARE SHOWCASE AWARD
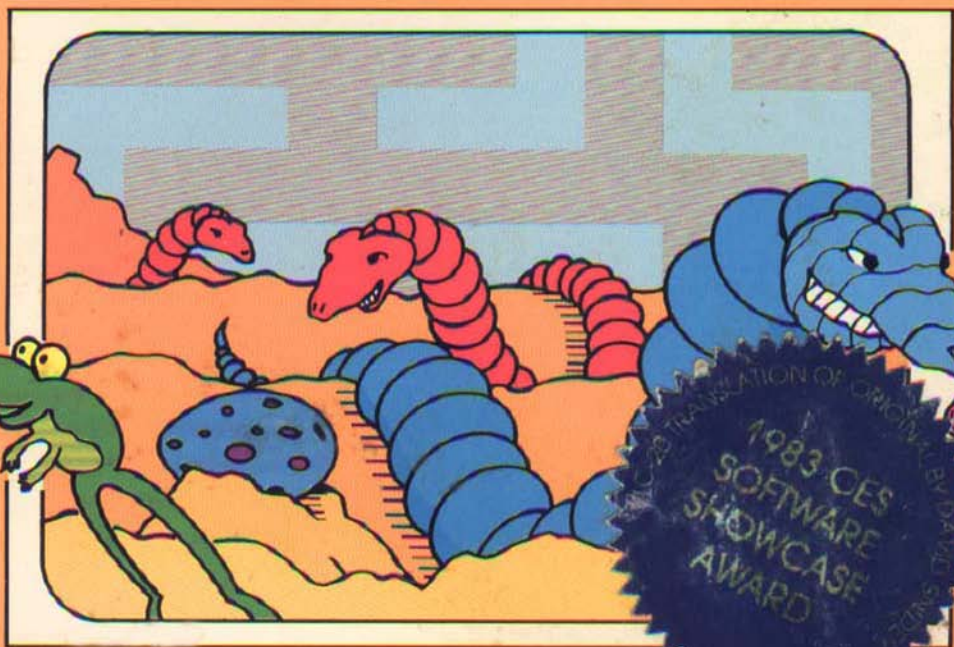
NO ADDITIONAL MEMORY REQUIRED

JOYSTICK CONTROLLER REQUIRED

(Licensed from Broderbund Software, Inc.)

SERPENTINE

Your objective is to survive long enough to lay eggs and raise your young. In order to survive you will have to avoid or devour the hostile red serpents.

Big serpents swallow little serpents, so you must attack the red serpents from the rear until they become shorter than you. When this happens, they turn green and can be attacked from the front.

All serpents lay eggs. Eggs eventually hatch unless they are eaten first. They are very nutritious — frogs look for them and eat them, as do enemy snakes. Serpents lose one segment when they lay an egg. If your serpent tries to lay an egg when he is only two segments long, he will die.

CONTROLS (Requires Joystick)

You begin each game with a stable of three tame blue serpents. They are controlled with the joystick as follows:

To pause at any time during play, press the joystick button. To resume play, press the button once again.

FUNCTION:	Move Left	Move Right	Move Up	Move Down
JOYSTICK:	LEFT	RIGHT	UP	DOWN

SCORING

FROG	500 points and one new segment
SPOTTED EGG	150 points times the level number, and one new segment
SERPENT TAIL	100 points on levels 1 and 2, increasing by 100 points every other level thereafter.
SERPENT HEAD	200 points per segment on levels 1 and 2, and one new segment. The score per segment increases by 200 points every other level.

HOW TO PLAY

Turn the VIC off, insert the SERPENTINE cartridge firmly into the slot, and then turn the VIC on. While the introductory music is being displayed, you can center the screen by using the joystick to move it in any direction. To set the interlace mode, push the joystick to the right for about 20 seconds. The screen

image will disappear off the right hand side and return on the left, with interlace mode set. To turn off interlace mode, repeat this procedure.

To start the game, press the joystick button while the introductory music is being played.

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