

Instructions for the game

“SNAKE RUN”

- 1) At the beginning of the game snake has health in H.P's i.e 2 units.
- 2) Shaded blocks have the strength in H.P of 2 units.
- 3) hollow blocks have the strength in H.P of 1 unit.
- 4) similarly shaded coins have the strength in H.P of 2 units.
- 5) hollow coins have the strength in H.P of 1 unit.
- 6) When ever snake takes the coin its strength will increase according to the type of coin.
- 7) also when ever snake hits the block its strength will decrease according to the type of block.
- 8) Snake will remain alive untill its H.P is greater than 0. otherwise game will be over and score will be displayed.
- 9) The Value of score will be according to the number of coins snake will take.