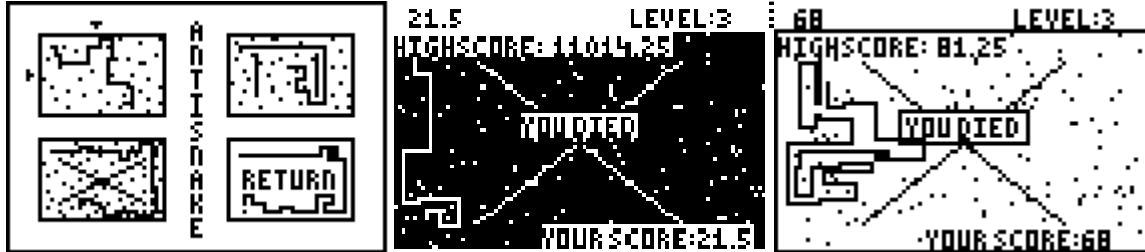


# *Anti-snake TI-83/+ Edition*



**Disclaimer:** Anti-snake Uses the variables A-F, X, and  $\theta$ . All info stored in either of these variables may be deleted. Also, this program will use `LSYS32` for high score purposes. This will also use up one picture (Pic0). Please do not overwrite that picture. The size of the game is 1028 bytes, and the game requires a total of 2054 free bytes to download and play.

Name:	Anti-snake TI-83/+ Edition
Version:	1.5 Gold
Author:	Pavel Panchekha
Group:	-
Release:	October 26, 2005
Program Type:	Game
Email:	<a href="mailto:smarty.nine10@gmail.com">smarty.nine10@gmail.com</a>
Website:	-

Thank you for downloading Anti-snake TI-83/+Edition. In order to keep the file size of the game small, I kept the Read me and Instructions out of the game where they take up unnecessary space. After all, if you really have to keep reading it, it's easier just to print out this document.

## *Part 1: General*

You probably want to get right into the game, so let's begin. After you start the game, you will see a set of boxes with pictures. These represent the options you can choose. Use the arrow keys to move up to down and left to right. To select an option, line up the arrows on the top and left onto your option and press ENTER. The game pauses before you begin to play automatically. The game play is simple: don't run into anything black (or, if your screen is inverted, white!) Not you yourself, not dots, not the border, etc. ENTER pauses and 2<sup>nd</sup> kills you and quits back to the menu. High scores are shown when you die, and the score itself is calculated based on how long you stayed alive and what level you are on (higher level, more points). The status bar at the top displays points, paused or not, and level.

## *Part 2: Known Bugs*

There are 3 known possible bugs, but all of them are user-caused:  
ERROR: BREAK:

- Occurs: Anytime
- Cause: You pressed ON

ERROR: MEMORY:

- Occurs: Beginning
- Cause: Probably you do not have enough room on your calc. Check if you have 105 free bytes.

ERROR: UNDEFINED:

- Occurs: Beginning
- Cause: You deleted Pic0; re-download the group; or you deleted LSYS32; create such a list of dimension 16.

### *Part 3: Contact Me*

To contact me, please email me at [smarty.ninel0@gmail.com](mailto:smarty.ninel0@gmail.com) and use Anti-snake 83 as your subject. You can ask me to look into and fix a bug or error. If you could please note the conditions under which the error occurred (mid game, just started, just died, etc.), it would be a great help in making corrections and fixes to the game.