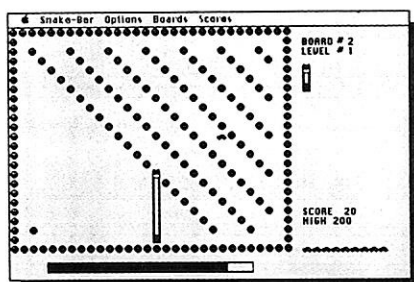


QUICK CLICKS



objects. The snake's body trails after it, growing each time you collect an apple in the jungle or a car on the highway or whatever the metaphor happens to be for a particular game. The snake continues in a straight line unless you turn it to the right or left by pressing a particular key on the keyboard. The trailing body makes a right or left corner as it turns, until the whole body has made the turn. The snake dies if it hits any of the four



walls, or if the snake runs into itself, either by crossing its own path or turning backwards on itself. If you collect all the objects from one level, you advance to the next, more difficult level.

A meter counts off time as you get ready to play, so you can be ready to move as soon as the snake comes out of his hole at the bottom of the playing board. This meter also records time as you play, setting a time limit for each level.

Snake-Bar adds some fun touches to the game. Instead of always being a snake per se, the snake can be a train (in the High Noon option), a Hot Dog, or a renegade 18-wheeler (that's called Duel). There is even an option called Everything You Always Wanted to Know About Sex, which is quite amusing. Each variation has a slightly different noise for the inevitable times that you crash and die.

There are four playing speeds, Beginner, Amateur, Expert, and Presumptuous. Never mind that presumptuous is misspelled in the menu, it means precisely what it says. And you can start a game in the middle, instead of at the beginning, if you don't mind forsaking a run at the high score.

Snake-Bar also lets you customize the keyboard and menus in any of several languages — French, Spanish, Portuguese, Dutch, German, Polish, etc. (you can add your own language, if you don't like the ones listed). When you change the language, your keyboard is localized to the new settings, and your *Finder* display registers the new language as well. The English setting matches the British keyboard, so when you return to the

Finder, your keyboard is set to the British layout, rather than the American.

Perhaps the most fun aspect of *Snake-Bar*, though, is that you can customize the playing board, designing mazes or setting obstacles, and saving the board for future play. The author, Georges Malamoud, includes several board variations on the disk. The "Champions" board is quite difficult, requiring an immediate turn as you come out of the starting point.

There is a high score board that, on my disk at least, lists several of the author's high scores (in the 150,000 range). This can be a bit intimidating if, like me, you score in the low hundreds. But it gives you a mark to shoot at and Mr. Malamoud requests that users send him their highest scores to see if he can keep up.

Snake-Bar is a lot of fun to play, certainly worth the \$15 US requested by the author, and since it is shareware, you get to try it before you buy it. — MDW

SNAKE-BAR



Shareware: \$15 suggested donation.
Published by Georges Malamoud, 37 Bis rue des Abbesses, Montmartre, 75018 Paris, France. Not copy protected.

Snake is a game you are probably familiar with already. It exists in many variations for the Macintosh and other computers as well. *Snake-Bar* is an excellent version of the game. It was done in France and is shareware.

Basic *Snake* playing involves moving a snake around a playing board, collecting