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The 1978 Snake on the TRS-80 Snake on a PC with a colored Snake graphics adapter on Telmac 1800, CHIP-8, published in 1978[1] The Snake is the common name of the video game concept, where the player maneuvers a line that grows in length, with the line itself a major obstacle. The concept originated in the 1976 arcade game Blockade, and the ease of implementing Snake led to hundreds of versions (some of which have the word snake or worm in the title) for many platforms. After the option was preloaded on Nokia mobile phones in 1998, there was renewed interest in the snake concept as it found a larger audience. There are more than 300 snakes like games for iOS alone. [2] Gameplay Player controls a dot, square, or object on a plane bordering. Moving forward, it leaves a mark behind, such as a moving snake. In some games, the end of the trail is in a fixed position, so the snake constantly gets longer when it moves. In another common scheme, the snake has a certain length, so there is a moving tail with a fixed number of units away from the head. The player loses when the snake runs into the boundaries of the screen, a trace of either another obstacle or itself. The Snake concept comes in two main options: In the first, which is most often two hundred games, there are several snakes on the playing field. Each player tries to block the other so that the opponent runs into the existing trail and loses. The volumetric for the Atari 2600 is an example of this type. The Tron arcade cycles segment is a single-game version where other snakes are controlled by AI. In the second version, the sole player tries to eat objects by running into them with the snake's head. Each eaten object makes the snake longer, so avoiding collision with the snake is getting harder. Examples: Nibler, Snake Bytes. The history of Snake Design dates back to the arcade game Blockade,[3] [4] designed and published by Gremlin in 1976. [5] That same year, he was cloned as Bigfoot Bonkers. In 1977, Atari released two blockade-inspired titles: the arcade game Dominos and the Atari VCS Game Surround. Bulk was one of nine Atari VCS (later Atari 2600) starting titles in the United States and was also sold to Sears under the name Chase. In the same year, a similar game was launched for Bally Astrocade as Checkmate. The first known personal computer version called Worm was programmed in 1978 by Peter Trephonas of the United States on TRS-80,[3] and published by CLOAD magazine in the same year. Soon after, a version from the same author for Commodore PET and Apple II emerges. The microcomputer clone of the hustle arcade game, itself a blockade clone, was written by Peter Trephonas in 1979 and published by CLOAD. [8] An authorized version of Hustle was published by Milton Bradley for TI-99/4A in 1980. [9] In 1982, The Snake for BBC Micro, Dave Bresnen, a snake controlled using left and right arrow keys relative to it moves an inch the snake increases in speed as it gets longer and there is only one life; one mistake means starting from the beginning. Nibbler (1982) is a one-player arcade game where the snake fits tightly into the maze, and the gameplay is faster than most snake designs. The other single-game version is part of the 1982 Tron arcade game, themed with light cycles. He revitalted the concept of the snake, and many subsequent games borrowed the theme of the light cycle. Starting in 1991, Nibbles was included in MS-DOS for a period of time as a sample of the QBasic program. In 1992, Rattler Race was released as part of the second Microsoft Entertainment Pack. He adds enemy snakes to a familiar apple gameplay. The Meerca Chase is a snake game available on Neopets. Slither.io (2016) is a popular multiplayer interpretation of Snake. In 2017, Google released its version of the game as an Easter egg, whenever the phrases snake, play snake, snake game and snake video game. [10] Nokia Phones Snake II screenshot from Nokia 3310 showing Level 4 and Maze 2. Nokia puts the Snake on most of its phones using the actual name Snake: Snake - Nokia's first published, for monochrome phones. It was programmed in 1997 by Taneli Armanto of Nokia[11] and featured on the Nokia 6110. [12] The Snake II is part of monochrome phones such as the Nokia 3310 since 2000. Snake Xenzia - Included on later models of monochrome phones (and the cheapest color phones such as 30 series mobile devices and 30+ series). Snake EX - Enabled on colored phones. It was first introduced with the Nokia 9290 Communicator in 2002. It supports multiplayer play via Bluetooth and infrared. Snake EX2 - Introduced with the Nokia 3100 in 2003 and included in several Series 40 phones. Snakes is a 3D version designed for N-Gage in 2005. It had a multiplayer game via Bluetooth. Nokia later began pre-edsing it (without multiplayer play) on some Nseries smartphones, such as the N70, N73, N80, etc. It can be downloaded from Nokia support pages and play on any S60 device. [13] The Snake III is a 3D version other than Snakes. Snake III takes a more lively snake approach rather than an abstract snake sensation. An example of an installed phone has been the Nokia 3250 since 2005, and it supports multiplayer modes via Bluetooth. Snake Subsonic - A Sequel to snakes released may 22, 2008 for N-Gage 2.0. Snake Xenzia (2017) - First released on nokia 3310. Snake (2017) - Released from Facebook Messenger(2017) Legacy In 1996, Next Generation ranked 41st in its Top 100 Games of All Time, citing the need for both quick reactions and predictable ones. Due to the numerous incarnations of the game, instead of the title, they listed it as snake game in quotes. On November 29, 2012, the Museum of Modern Art in New York announced that nokia snake port was one of 40 games that curators wanted to add to the museum's collection in [16] Link to ^ Tieturi Tieturi ISSN 0780-9778 ^ Other snake games. Archived from the original on 18 August 2016. Retrieved July 5, 2016. Retrieved April 7, 2011. High score!: illustrated history of electronic games (2 ed.). McGraw-Hill Professional. The 1930s were quoted on 7 April 2011. Gremlin Inc. in 1976. Arcade-history.com. April 4, 2008. Archived from the original on 11 June 2011. Retrieved November 4, 2011. ^ Blockade in the list of killer video games ^ Russell DeMaria and Johnny L. Wilson (2003). High score!: illustrated history of electronic games (2 ed.). McGraw-Hill Professional. In the 1990s, the 1930s had 4,537 of the 4,549 famous Tandy Radio Shack TRS-80s . Archived from the original on 12 August 2011. Retrieved November 4, 2011. In 2008, 200 My.stratos.net 7. January 1, 2005. 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