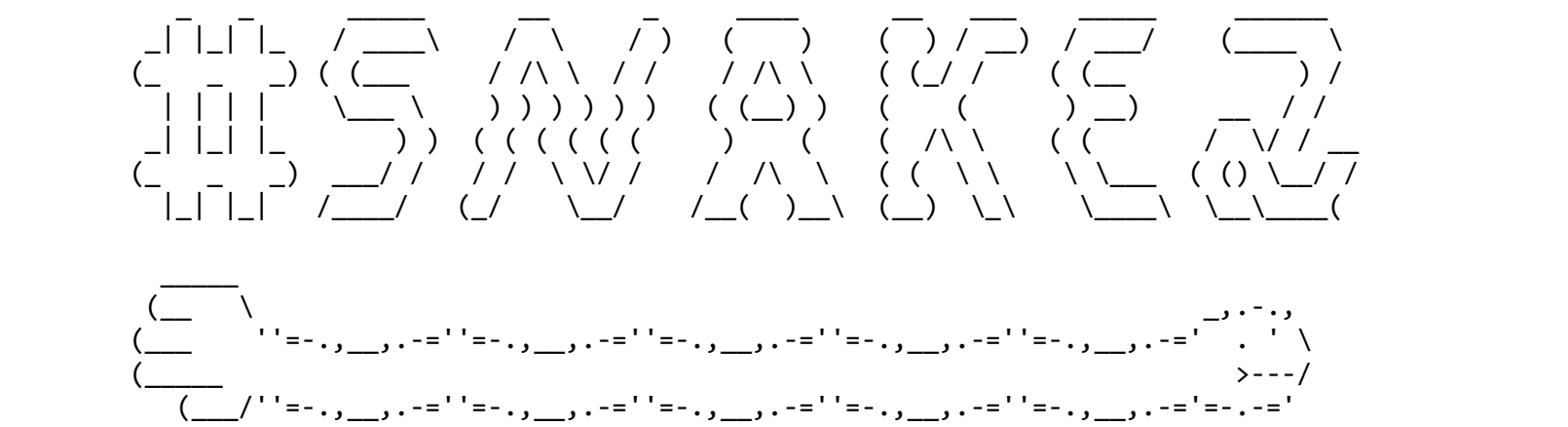

#Snake2 DX: Reawakening is the pulse-pounding fan sequel to the cherished classic game, "Snake."

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Controls
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Up/W   - Move up
Down/S   - Move down
Left/A   - Move left
Right/D   - Move right
Z/Ctrl/, - Make a fist; used for punching, shooting, and grabbing.
X/Shift/. - Open mouth; eat food to gain length/health, but watch for bombs!
C/Space// - Power Surge (limited amount per playthrough).
            This will send an electric wave down your body to your hand, where
            a powerful shockwave will occur. However the real benefit is that
            your body will kill enemies and bullets while you are electric.
            This power works better and lasts longer when your length is higher.

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Modes
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Fail Ass Mode - A mode strictly for fail asses. So easy, a baby could do it.
Normal Mode   - Self-explanatory. Any average person could beat this. If you
                can't, what's wrong with you?
Classic Mode - Just like the cherished classic game, "Snake," your tail hurts
                you. Fun!
Retro Mode   - Play two games at once. If you die in the arcade game, it
                hurts Snake. Doing well in the arcade game is the only
                way to build the multiplier, and the only way to get Power
                Surges. There are 42 foods in the game, just enough to get
                7 power surges.
Savage Mode   - The true version of #Snake2. This will push your concentration,
                reactions, and technique to the limit. Only complete beasts

can beat it.

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Achievements
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You will need to unlock an achievement to see what the adjacent achievements are. The colored squares unlock a new mode.

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Tips
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FAIL ASS MODE
*Hold Z to punch enemies and shoot. Hold X to eat things and gain health. Press C to use Power Surge (limited amount).
*You'll never have fun if you always take the easy way in life.

NORMAL MODE
*Power Surge is most effective when you are long, and is good at clearing out tough-to-reach enemies.
*Try to get a feel for controlling the fist --- it's your most effective weapon.
*Prioritize killing enemies --- don't let them get "out of hand!"
*Snake's collision point is highlighted when bullets get close.
*Watch your ammo! You don't always want to be shooting constantly.

CLASSIC MODE
*You can maintain max length in Classic Mode, but will probably need to adopt a weaving motion.
*When fighting the boss in Classic Mode, if you are long, try to move mostly up/down rather than left/right.
*Don't touch your tail in Classic Mode!!

RETRO MODE
*In Retro Mode, try to learn safe motions so you don't always have to look at the arcade machine.
*In Retro Mode, the arcade machine is the only way to build multiplier, and the only way to get Power Surges.
*In Retro Mode, when you die in the game, you die IN REAL LIFE

SAVAGE MODE
*Do not be overwhelmed. Concentrate on the bullets, which are immune to the visual effects.
*Keep your mind clear. Meditation is helpful, or practicing dodging in more traditional bullet hell games.
*Prioritize killing the cyan "savage copters" above all else.
*Learn to eat and attack at the same time. If your keyboard glitches out, try

Shift/Ctrl instead of Z/X.
*DEHUMANIZE YOURSELF AND FACE TO BLOODSHED

Point values

All values are multiplied by the current score multiplier. This can only be built up by eating things (in Retro mode you must eat something in the arcade game). The multiplier is lost when you get hurt. Length penalty for getting hurt is 3.33 m.

Score of edibles is proportional to the length they add.

Edibles:

APPLE	100
ARCADE MACHINE	300
BOOT	0
BURGER	300
BABY	500
ORANGE	100
ORANGE SLICE	50
PERSON	300
PUPPY	200
REFRIGERATOR	500
UNICORN	1500

Other:

ANY ENEMY	100
BUILDING CHUNK	100
ACHIEVEMENT	1000
BOSS	Depends on how quickly you can defeat him, 2000 minimum per stage
LENGTH	On win, 200 points per meter, or 1000 in Classic Mode
POWER SURGES	On win, 2000 points per each left over

Credits

Sebastian Janisz, James Montagna - Programming
Liana Sposto, Elliot Trinidad - Art
Jake Kaufman - Music/Sound
Design - Everyone!

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