

NAME

nsnake - a snake game for your terminal

SYNOPSIS

nsnake [-cnsw] [-C *color*]

DESCRIPTION

You are controlling a snake where the goal is eating food spawning randomly on the screen.

There are two types of food, normal and free, respectively +, *.

The head of the snake is symbolized with an @.

Each time you eat a piece of food, the snake will be grown by two. If you eat a free piece of food the score will be increased but not the snake's length.

The following options are available:

- c Disable colors, by default if the terminal is capable colors are enabled.
- C *color* Specify an alternate color between 0 and 8. (default 2)
- n Do not try to update score file.
- s Only display high score sorting by descending and exit.
- w Disable wall crossing. Can be used together with -s to show score with wall crossing disabled.

KEYS

To move the snake the following keys may be used:

Up, k

Move to up

Down, j

Move to down

Left, h

Move to left

Right, l

Move to right

p

Suspend the game until p is pressed again.

c

Change the color.

q

Quit the game and save the score.

AUTHORS

nsnake was written by David Demelier <markand@malikania.fr>

BUGS

The snake seems to be faster when moving vertically, this is due to terminal character dimensions.