Thank you for selecting the Snake Rattle N Roll™ Game Pak for your Nintendo Entertainment System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connections. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
6) Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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**STORY**

Snake Rattle N Roll takes you into the fun filled world of two of the hippest snakes around — Rattle and Roll! You must work your way through 11 levels of wacky landscapes and wild enemies. In each level you need to consume enough Nibbly Pibbleys to activate the scale that will open the door to the next area. **Good Luck!**

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**CONTROLLER OPERATION**

For the 1 player game use controller 1.
For the 2 player game use controllers 1 and 2.

**Controller 1 / Controller 2**

- **SELECT Button**
  - Selects between 1 player and 2 player game on title screen.
  - Not used during game play.

- **START Button**
  - Starts the game.
  - Pauses the game during game play.

- **A Button**
  - Moves your snake.
  - Makes your snake jump.

- **B Button**
  - Flicks out your snake’s tongue.
  - Makes your snake swim against a water current.
  - Open a lid that your snake is on and release its contents.
HOW TO PLAY

The object of each stage is to eat as many Nibbly Pibbleys (the colorful spherical beings in this world) as you can and make it to the exit. Move your snake using the Control Pad and eat the Nibbly Pibbleys by hitting them with your tongue (the B Button). To progress to the next level your snake must have a certain length. When you eat a Nibbly Pibbley, your length increases as follows:

<table>
<thead>
<tr>
<th>Color of Nibbley Pibbley consumed</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other Color</td>
<td>1 unit</td>
</tr>
<tr>
<td>Your Color</td>
<td>2 units</td>
</tr>
<tr>
<td>Yellow</td>
<td>3 units</td>
</tr>
</tbody>
</table>

NOTE: FOUR units are required to gain ONE snake segment.

You will find Nibbly Pibbley dispensers here and there. They shoot out Nibbly Pibbleys for your consumption. Look out! Sometimes they shoot out dangerous bombs!

If your snake is hit by an enemy (any moving object besides the Nibbly Pibbleys), your snake will lose one segment. If your snake runs out of segments, you lose one snake.

EXITING EACH LEVEL

Keep eating the Nibbly Pibbleys until your snake's tail begins to flash. This lets you know that your snake is heavy enough to go to the next level. Somewhere in each level there is an exit that must be opened up before you can go through it. Somewhere else in the level is a scale. If your snake is long enough, jump on the scale. The bell will ring and the door opens—you may exit at any time.

5000 points are awarded to the first snake through the door. When you exit the level, you lose all of your segments and your tongue extensions. A bonus is awarded—1000 points for each segment and extension. Bonuses will also be awarded for the amount of Nibbly Pibbleys eaten throughout the level.
** LOSING SNAKES **

You start the game with 3 snakes. The number of snakes remaining is displayed at the bottom of the screen. You can increase this number by finding extra lives—flashing snake heads with their mouths closed!

You lose a snake when:
- You are hit by an enemy and have no snake segments left.
- Your snake falls too far (more than 4 vertical blocks).
- The timer at the bottom of the screen reaches zero.
- Your snake lands on a sharp object.
- A falling object squashes your snake.

If you lose all of your snakes, your game is over. If you have any continues left (you start the game with 2 continues), you may press any button to "PLAY ON". In the game it is possible to gain more continues—Look for the open mouthed flashing snake heads.

**HOW TO PLAY A 2 PLAYER GAME**

On the title screen, press the SELECT Button to choose the 2 PLAYER option. Then press the START Button. Game play is basically the same as in the 1 PLAYER mode, except both players are simultaneously on the screen. Remember, the first one to exit the level gets 5000 bonus points!

**The Nibbley Pibbley Family**

Here are the members of the Nibbley Pibbley family and the levels in which they begin to appear:

- Level 1 — Pibballs
- Level 2 — Pibbleboings
- Level 3 — Pibblejoggers
- Level 4 — Pibbleplats
- Level 5 — Pibblebats
- Level 6 — Pibblefish
- Level 7 — Pibblecopters
- Level 8 — Pibblefishe
- Level 9 — Pibblecopters
OBJECTS
Many objects are yours for the taking.
Here is a list of things you can pick up.

- **Tongue Extension**
  Adds length to your tongue. This makes those pesky Nibbley Pibbleys easier to catch!

- **Extra Life**
  Adds 1 to your "snake reserve."

- **Speed Up**
  Gives you the ability to move very fast for a while.

- **Reverse**
  Temporarily reverses your play control.

- **Clock**
  Adds 25 snake seconds to the timer at the bottom of the screen.

- **Fish Tail**
  In Level 6 you must get the fish tail in order to swim up the waterfall. Be careful not to let it fall on you — it's HEAVY!

- **Diamond**
  Makes your snake invincible for a short period of time.

ENEMIES
Here is a list of some of the enemies that you will encounter while slithering through this strange world.

- **Snakedozer**
  Blue Snakedozers will shove you off the edge of the cliffs if you don't jump over them.

- **Bladez**
  Bladez are hidden in the floor and have a nasty habit of appearing right under you. Remember where the Bladez are because they will always appear in the same place.

- **Big Foot**
  Big Foot conceals an extra life. Be careful though, sometimes a bomb disguised as an extra life will appear and explode upon contact with the ground. Don't be confused, the real extra lives flash.

- **Ice Foot**
  Similar to Big Foot, but tougher. To defeat it, you must maintain a steady stream of hits. Its energy level instantly recharges if you miss one hit!

- **Shark**
  On levels 1 and 2, take care not to stay in the water too long or the shark will come after you.

- **Blowfish**
  Blowfish try to squash your snake. There are three colors of anvil. Each color acts differently.

- **Pin Cushions**
  A poisonous plant that shoots deadly spines. It is wise to destroy them quickly!
## POINT VALUES

<table>
<thead>
<tr>
<th>Object</th>
<th>Jump on =</th>
<th>Tongue shot =</th>
<th>Ice Foot  =</th>
<th>Additional Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>Record</td>
<td>750 points</td>
<td>500 points</td>
<td>5000 + 200 points</td>
<td>for each tongue hit</td>
</tr>
<tr>
<td>Mushroom</td>
<td>750 points</td>
<td>500 points</td>
<td>500 points</td>
<td></td>
</tr>
<tr>
<td>Krazy Seats</td>
<td>750 points</td>
<td>500 points</td>
<td>500 points</td>
<td></td>
</tr>
<tr>
<td>Ice Block</td>
<td>750 points</td>
<td>500 points</td>
<td>1000 points</td>
<td>tongue extension, extra life</td>
</tr>
<tr>
<td>Pin Cushion</td>
<td>500 points</td>
<td></td>
<td>clock</td>
<td></td>
</tr>
<tr>
<td>Big Foot</td>
<td>5000 + 200</td>
<td></td>
<td>diamond</td>
<td>speed up, reverse, fishtail</td>
</tr>
<tr>
<td>Nibbly Pibleys</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Other snake’s color</td>
<td>100 points</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Your snake’s color</td>
<td>200 points</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yellow</td>
<td>300 points</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In Bonus levels the player that eats the last Nibbly Pibley gets 5000 points.

### Hints and Tips

- For more points, try to defeat enemies by jumping on them instead of using your tongue whenever possible.
- Open every lid using the B Button. You can find many things from extra time to bonus rooms.
- Try finding hidden lids. There could be a hidden warp or two!
- Sometimes you may have to sacrifice a segment of your snake to get up to a high ledge. See if you can find these areas!
- As with all video games, practice makes perfect. There are a few tricky jumps in Snake Rattle N Roll that will probably take a while to master. For example, some jumps may require you to jump down two spaces and to the left one space (in one jump!)
- GOOD LUCK!
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems


90-DAY LIMITED WARRANTY - NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. (“Nintendo”) warrants to the original consumer purchaser of each Nintendo Game Pak (“Pak”) that it will be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period. Nintendo will repair or replace the Pak, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
   Our Consumer Service Department is open Monday through Friday, 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday. Please Do not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside package of your defective Pak, and return the Pak (FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE) together with your sales slip or similar proof of purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4830 — 150th Avenue N.E.
   Redmond, WA 98052

   This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the Pak develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the Pak and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective Pak for reference. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost of repair, service, and return postage. The Pak may also be charged on a VISA or MASTERCARD credit card.

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ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are void in the United States only. Some states do not allow limitations on how long an implied warranty lasts so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.