



The Snare: a twenty-level deadly maze built in a temporal cavity by billionaire Andre Thelman who ten years ago entered his creation with his most valued possession — and died.

The hunt for the mystery treasure has turned into the hottest vid game show on earth as contender after contender dies trying to crack the maze's secrets. Will you succeed?

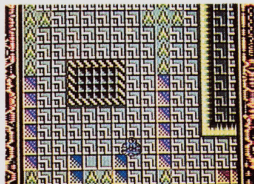
Snare: fiendish, frustrating and deadly — only for the quick-witted!

Gold Rush

Win with SNARE! Eight randomly distributed gold cassettes could win you a fab **Hltstrumt** — one of the kool tunemakers from **MATCHBOX!** Will you be lucky? Is yours gold?

'Easy to get into but very hard to leave alone...A fascinating and extremely addictive arcade/puzzle game — will keep you coming back for ages.'

ZZAPI64
Overall 88%



Single cassette pack

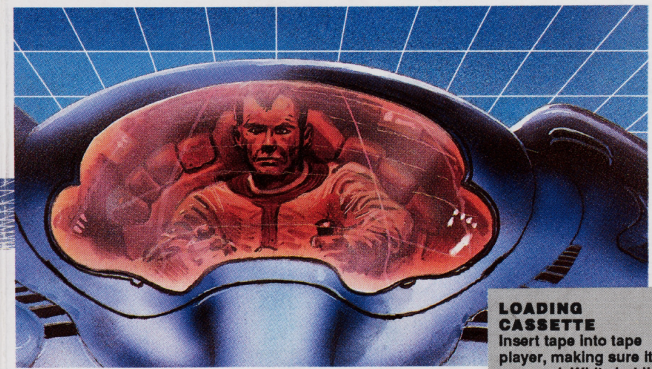
SNARE

CBM
64/128



By Rob Stevens

CBM 64/128



LOADING CASSETTE
Insert tape into tape player, making sure it is rewound. While holding down SHIFT key, press RUN/STOP.

When the screen prompts you, press PLAY on player. **SNARE** will now load automatically.

NOTE: If you have any problems loading remove any peripherals and repeat the above procedure. If you still have problems, return the whole package to the place you bought it. **JOYSTICK ONLY**

DON'T MISS OUT ON ANOTHER GREAT THALAMUS RELEASE! OUT NOW!



MAKING
A FAST BUCK
CAN BE HELL...



In 2049 Andre Thelman, one of the world's three richest men, died. During the last ten years of his life he had a maze built into a **temporal cavity** in the gardens of his home. This maze, called the **SNARE**, is formed of 20 independent areas floating in a void, linked by concealed teleporters and guarded by robots. The surfaces of these areas are covered with pressure-sensitive tiles of various types, but with different environmental effects.

Only Thelman knew the required route through each maze, and hence all the solutions to the **SNARE**. Rumour has it that before he died he entered the **SNARE** one last time, taking with him one of his most valued possessions to leave hidden there. Many have wondered what this item might be, some say a diamond, others think it is gold, even deeds to the Thelman empire. No one knows, as everyone who has entered the **SNARE** has never returned.

Over the next couple of years the challenge increased in popularity, despite the all too obvious danger. The **SNARE** was developed into a giant arena, overhead cameras were installed, and every attempt globally televised (carefully edited so as not to give anything away — after all, once the prize was taken, no more shows would be possible). Each competitor enters the maze in a hover ship armed with a plasma cannon and teleported into **Area One**, with only minimal information to go on.

Will you be the one to overcome the challenge — or will you be **SNARED**?

THE GAME

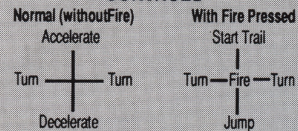
The game consists of 20 levels or **areas**. These areas are grouped together into sets of four, each loading separately. Your ship hovers over the scrolling floor, but is destroyed if it falls down the gaps. All turns are made instantaneously, snapping the screen 90 degrees about the ship. You can leave a solid **trail** behind, which has its uses. Your objective on each level is to find the **final teleport** — two linked, flashing circles. On losing a ship, the area you are currently in will reset itself to the beginning, and if you have any craft left a new one is teleported to the start. If you have no ship remaining your attempt is terminated. However, you are given the chance to replay that set again, starting in the first area of the set you're on, with the lives you had initially, and scoring from zero.

To deter unwanted visitors Thelman incorporated **puzzles** into each area of the **SNARE**. These consist of the various tile types found on the floor, most prominently the **teleports** and **switches**, and of course the **robot guardians**. Each level sports up to four local **teleports**. These simply relocate you within that area, leaving your velocity and heading unaltered. There are also four possible **switches** which transform part of the playfield, and have an on and off state. Therefore, passing over a **switch** will activate it, but the ever lurking **robot guardians** can and will de-activate them. Periodically tiles transform into **energy vents** for a short time. Energy can be collected from these by hover-driving over them, and if

carried out of an area will create a bonus. As the energy in a vent fluctuates it sometimes inverts and removes any bonus charge from your ship.

Before each new set of levels you will be informed of any system failures due to the new environment.

CONTROLS



Keys

SPACE BAR — Pause game (Fire button to resume)

Q (After Space) — Quit game

INFORMATION PANELS

Refer to your loading screen for the following:

Scanner

Shows **player** (yellow), **guardians** (red) and initial position of last **switch** activated, or shared **player/guardian** position (grey).

Compass

Displays the direction you are facing — North, South, East and West. North is **up** on the game screen and scanner.

Bonus Type

N — none, **L** — extra life (or 20,000 points if all lives present), **S** — extra 10,000 points score, **J** — jump level (skips the next level, plus 20,000 point bonus).

Equipment Function Indicators

Reflect the current state of operation of the on-board equipment.

HINTS AND TIPS

1 Follow the arrows on **Area One** to complete it. Use **Area One** as a practice area, get familiar with the tiles in safety.

2 Dabbing the joystick forward or backward increases or decreases your speed by one step. Avoid panic waggling, as you can turn several times very rapidly!

3 Most new pilots expect the craft to swing slightly as it turns — **and turn too early**. Remember: **it turns on the spot the instant you move the joystick!** To turn along the very edge of an obstacle, wait until the very back of your craft is level with the edge then turn.

4 Practice turning around the edge of a floor pattern, slowly increasing your speed.

5 Pick a land mark before turning, picture where it will be after turning, then carry out the turn: this will help prevent future confusion during turns.

6 Use the scanner to note the effect of a **switch**. Investigate each **switch** separately and note what each **switch** does, if possible.

7 Avoid head-on confrontations with **guardians**: be prepared to jump over them, as many take several hits to destroy.

8 Use the **trail** to herd **guardians** or trap indestructible ones in a corner of the play field. Enclose **switches** to prevent them being turned off. Clever use of the **trail** can even kill **guardians**. The **trail** can even be jumped over, unlike walls.

9 The point of lift for your ship is directly below the gun turret, as long as this is over land you won't fall into a hole. This point is also responsible

for tile activation.

10 A one-tile gap between walls cannot be driven on.

11 Remember, bonuses pulse five times before they disappear.

12 Black tiles not only prevent jumping, but also pull you back to ground in mid jump.

13 Throwing **switches** results in various tile types being altered. If the result of a second **switch** overlaps another, it can alter, add to or hide the result of the first. Therefore throwing **switches** in different sequences results in different outcomes. Experiment to find the correct order.

14 If you are on a turn-prevention tile holding the joystick left or right results in you turning in that direction the instant you move off them.

15 Finally, it's worth remembering

Audiovisual concept, label, and program

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If you have written any computer software you think is up to **THALAMUS** standards, please contact either Paul Cooper or David Birch at the address above for a confidential and informal discussion.

that when you exit a **teleport** you will be travelling at the same speed and in the same direction as when you entered.

SNARE

Rob Stevens — Coding, graphics and looking after Number 1.

Martin 'Wouldn't it be better if?' **Walker** — Music, sound FX, and Number 1's creative conscience.

Dave 'What does JLG mean?' **Birch** — Fast talk, fast cars and fast sell.

Paul 'I'll get back to you!' **Cooper** — for not buying that PDS.

Sime 'Captain' **Cooke** — Psychological treatment.

Cyberdyne Systems — Loader bits.

Franco Frey — For signing the cheques.

Oli Frey — Neat piccy, ace logo and fab inlay design.

Richard 'Cuddly' **Eddy** — Hyping the Un-Hypable.

Carol 'Miss Thalamus' **Kinsey** — Mail order hassle.

Gold Rush

If your game pack
contains a gold cassette,
first scream hurrah! —
then phone (0734) 8172
to claim your
HITSTRUMENT from
MATCHBOX!!