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In the game of Snake, the player uses the arrow keys to move a "snake" around the board. As the snake finds food, it eats the food, and thereby grows larger. The game ends when the snake either moves off the screen or moves into itself. The goal is to make the snake as large as possible before that happens.

[Snake Tutorial](#)

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The player can control the snake through the arrow keys on the keyboard, aiming for the food. If the food is eaten, the snake will grow an additional one segment and a following food is placed on the board. If the snake crashes into the border or bumps into itself, the game is over!

[The quintessential Snake Game. How to keep track of the snake?](#)

[stackoverflow : questions : the-quintessential-snake-game-how-to-kee...](#)

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The main character's name is Chuchel. The game title is quite silver-tongued for Slavic languages, as its meaning is more or less clear, connected with something sloppy and dusty. Chuchel is a tiny black hairy creature that represents a living dust bunny. He is sullen, quarrelsome, and even belligerent,