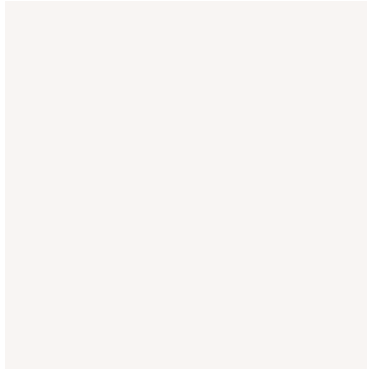


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#Snake2 DX: Reawakening



[Link to video trailer](#)

More screenshots: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#)

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[Normal mode playthrough \(unlisted video\)](#)

[Savage mode playthrough \(unlisted video\)](#)

"Finally, a Video Game with Machine-Gun-Wielding Flying Snakes." - Kirk Hamilton, [Kotaku](#)

"This is the only way a sequel to Snake could work." - Tony Ponce, [Destructoid](#)

Original team size: 5, though post-gamejam development was only Sebastian Janisz.

Platform: PC (Console?)

#Snake2 merges **explosive, balls-to-the-wall bullet hell gameplay** and **unorthodox shooting/health mechanics** with that tail-growing family fun we all know and love. Careening through the city at high speed, you will need to grow Snake2 and maneuver his tail-hand into grabbing machine guns and punching helicopters, while keeping his head safe and eating various objects (apples, unicorns, babies) to get longer. All this culminates in a tense showdown with Snake's father, the all-powerful **Butt King**, a gigantic butt wearing a whoopie cap that rises out of the ocean (with full voice-ons). Put it all together, and you get the frenzied, chaotic adrenaline rush fever dream that Snake was always meant to be.

#Snake2 was originally prototyped for the 2012 Global Game Jam by a team of five, including famed videogame composer **Virt (Jake Kaufman)**, who contributed a **high-octane, bass-heavy "buttstep" soundtrack**. It was conceived as a sort of middle finger to the player's expectations of what a sequel to Snake might entail (we'd hoped to make it as baffling as "Pac Man 2" was on the SNES). It's best suited to players who like bullet hells or action games, or people who just want to play something really weird, funny, and intense. It does include a "fail ass mode" so even beginners can at least see the ending (a beautifully sung end-credits singalong by Virt about how sometimes you're a snake, and sometimes your dad's a butt).

The game was only ever designed to be short-form, but a slew of achievements and even a hidden unlockable game add lots of replay value along with the different modes. For those who want to relish the #Snake2 experience, it'd likely take several hours to get all the achievements, even for a bullet hell veteran.

Modes

- Normal mode is a mode any average person could beat. If you can't, what's wrong with you?
- Savage mode leaves even genre veterans bleary-eyed and shell-shocked.
- Failass mode helps even total scrubs feel like they accomplished something. So easy, a baby could do it.
- Classic mode brings back that classic Snake fun of having your own tail hurt you.
- Retro mode lets you play the original Snake game at the same time, with the same arrow keys, for double the fun!

What's needed?

#Snake2 is a finished game, so it doesn't need funding. I'm just looking for a publisher to help with marketing and distribution, and possibly porting. If interested please contact admin@ultimatewalrus.com. See [here](#) for my other games looking for publishers! Thanks for looking!

