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<p>4. it nosemes that the show may be revivding forSuper Natural Seeos 16

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ing-bottom:12px;padding-top:0px"><div><div><div><di

v><div><div><div>Viewed from a top-down perspective, each p

layer controls a "snake" with a fixed starting position. The "hea

d"🛡 of the snake continually moves forward, unable to stop, growing

 ever longer. It must be steered left, right, up, and🛡 down to avoid hit

ting walls and the body of either snake.</div></div></div><

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><div>Snake (video game genre) - Wikipedia<

/div><div>en.wikipedia :🛡 wiki : Sna

ke_(video_game_genre)</div></div></div>

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;<div><div>The first known personal computer version of Snake, title

d Worm, was programmed🛡 in 1978 by P. <span&

gt;Trefonas from the USA on the TRS-80 computer, and published by C

LOAD magazine in the same🛡 year. This was followed shortly afterwards wi

th versions from the same author for the Commodore PET and Apple II computers.&l

t;/div></div></div></div></div><div></div&gt

;<div><a🛡 data-ved="2ahUKEwjMtNnj4cuDAxVTLkQIHdeoBQkQFnoEC

AEQDQ" href="{href}"><div>Snake

(video game) - Encyclopedia Gamia Archive Wiki - Fandom</div>

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AxVTLkQIHdeoBQkQzmd6BAgBEA4" href="{href}">apostas online gran