

KATRIN ABFALTER

Make-a-snake

Game rules



YOUR
LOGO

Product images are for illustrative purposes only and may differ from the actual product.

3+



2-4
players

15
min





COMPETITIVE MODE (3+)

The snakes need the sun to hunt and play. As they crawl from their hiding spaces early in the morning, they try to coil themselves so that their tail and their head are as close as possible. This way they are all snugly and warm until they can soak up the sunshine.

SETUP

Each player takes 1 snake head and 1 snake tail of the chosen color and 1 clip. If you are playing with 2 or 3 players, return the extra snake heads, snake tails and clips back to the box.

Place the snake head directly in front of you. Set the snake tail and the clip aside (you will need them at the end of the game).

Sort the remaining snake tiles into 4 stacks by color.

The oldest player takes the measuring ribbon and the wooden die. This player also begins the game.



COMPONENTS

- 1 wooden die with 2 colors on each side
- 1 measuring ribbon
- 4 clips
- 4 sets of snake tiles in 4 different colors

Each set includes:

- 1 snake head and 1 snake tail
- 8 snake tiles in different shapes



- 3 sticker sheets to customize your snake (see the leaflet «Using the Stickers»)
- 4 dragon body tiles with 4 connectors (use any color you like for the Dragon Egg mode)
- 8 round tokens (use them for the co-operative modes)

Note: The components of the game include a set of stickers you can use to decorate the snakes. Be creative!



AIM OF THE GAME

During the game you will be adding new tiles to your snake. The player with the shortest distance between the tongue and the tail of their snake becomes the winner.

PLAYING THE GAME

The players take turns in clockwise direction starting with the first player.

During your turn, roll the die. Choose one of the colors shown on the die and take the top tile of that color from the stack in the center of the table. If there are no tiles left in that color, you can take the top tile from any of the stacks.

Connect the tile to your snake. You can turn the tile any side up.



Note: If you take a tile from one of the stacks, you must connect it to your snake.

You can coil your snake and overlap the snake tiles regardless of their color.

The player rolled pink and green. He/she takes the pink tile from the top of the pile and connects it to his/her snake.



END OF THE GAME

As soon as there are only two stacks left, the players finish the round so that all snakes have the same number of tiles. Then the game ends.

The players connect the tail to their snakes.

The first player helps the others to measure their snakes. To measure a snake hold the knot on the measuring ribbon to the snake's tail. Stretch the measuring ribbon so that it touches the snake's tongue and mark the spot on the measuring ribbon with a clip.

If the distance between the tongue and the tail of your snake is the shortest, you become the winner!

Note: If in the course of the game the snake's tongue ended up under another piece of snake, carefully pull it out from underneath.



In the picture above the player with the green snake wins. All other snakes display a longer distance between the tongue and the tail.

ADVANCED RULES (5+)



The snakes like when the colors match! They wrap into colorful coils, but they always keep track which color ends up on top.

If you are playing with older children, you can play by advanced rules to make the game more challenging.

In this game variant you can overlap your snake only if the new tile lies on top of at least one other tile of the same color.

Important! This rule doesn't apply to snake's head and tail. You can place the new tile on the snake's head regardless of their color. Likewise, you can place the snake's tail on a tile of any color.



The player can attach the green tile to the snake because there is a green tile under it.

WHAT HAPPENS IF I CANNOT CONNECT A TILE TO MY SNAKE?

If the rules don't allow you to connect the selected tile to your snake, you must change its direction. If you still cannot connect the new tile, change the direction of the previous tile. It is possible that you might need to change the direction of several tiles to add the new tile.



Note: You can change the direction of the tiles, but not their order!

The player cannot connect the orange tile to the snake because there are no orange tiles under it. To do that, the player must turn the previous (green) tile and only then connect the orange tile.

CO-OPERATIVE MODE: THE LOLLIPOP HUNT (3+)



Snakes can have a sweet tooth, just like humans! They are particularly partial to lollipops. They enjoy licking the sugary treat with their forked tongues. Help the snake collect all 4 lollipops!

Additional Components

4 lollipop tokens

Note: Before your first game stick the lollipop stickers on the round tokens.



SETUP

Take 1 snake head and 1 snake tail of any color. Return the leftover snake heads and snake tails, as well as the clips and the measuring ribbon, back to the box. Set the snake tail aside (you will need it at the end of the game). Place the snake head in the middle of the table. Take 4 lollipop tokens and place them around the snake head at a distance of approximately 15 cm from the tail.

Sort the remaining snake tiles into 4 stacks by color.

The oldest player takes the wooden die and begins the game.



Note: You can place the tokens further apart to make the game more difficult.

AIM OF THE GAME

Touch all 4 lollipop tokens!

PLAYING THE GAME

During your turn, roll the die and add a snake tile to the snake following the rules. Then the turn passes to the player on your left.

END OF THE GAME

If the players manage to touch all 4 lollipop tokens with the body of the snake before 2 out of 4 stacks run out, they win the game! The players may connect the tail to the snake and celebrate their victory. If the players fail, they can always try again!

The snake body touches all 4 lollipop tokens! The players win the game!

CO-OPERATIVE MODE: THE DRAGON EGG (5+)



The dragons treasure their precious eggs with their life! Unfortunately, three frog guards of the malevolent frog king snatched the egg and now they are protecting it. Team up, create a three-headed dragon and help the dragon defeat the guards and return the egg!

Additional Components

1 dragon body tile with 4 connectors
(choose 1 of the 4 available)
3 guard tokens
1 dragon egg token

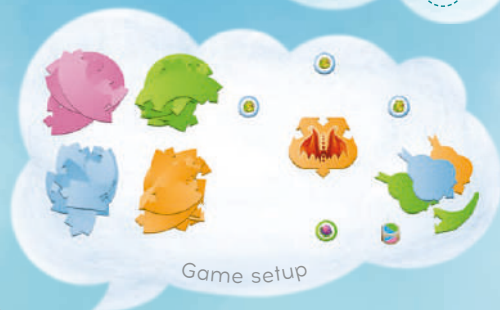
SETUP

Take a dragon body tile with 4 connectors of any color and place it in the middle of the table. Take 3 guard tokens and place them at a distance of approximately 15 cm from the connector meant for the snake necks. Take the dragon egg token and place it at the same distance from the connector meant for the snake tail.

Note: You can place the tokens further from the dragon body tile with 4 connectors to make the game more difficult.

AIM OF THE GAME

Defeat 3 guards and collect the stolen dragon egg.



Game setup

Note: Before your first game stick the guard and the dragon egg stickers on one side of 4 round tokens. Then, stick the dragon wings to the dragon body. A dragon is nothing without its wings!

Take 3 snake heads and 1 snake tail of any color and set them aside (you will need them at the end of the game). Return the leftover snake head and snake tails, as well as the clips and the measuring ribbon, back to the box.

Sort the remaining snake tiles into 4 stacks by color.

The oldest player takes the wooden die and begins the game.



PLAYING THE GAME

During your turn, roll the die and add a snake tile to the snake following the rules. Then the turn passes to the player on your left. The snake has 3 connectors meant for the necks and 1 connector meant for the snake tail. The players must first touch all 3 guard tokens with the snake necks. Once a snake neck touches a guard token, its work is done: you may connect the snake head to the neck.

Note: In case you cover an open ending completely, you can still use that covered tile and add tiles to it.

After you defeat all three guards, you are allowed to collect the stolen dragon egg. But you must be careful! You must not touch the egg or it might break. You must fully encircle the egg with the snake's tail. If a snake tile accidentally touches the dragon egg, you must flip the tile so it doesn't touch the dragon egg anymore. If it still touches the egg, you must also flip the previous tile and so on until no snake tile touches the egg.

If the snake fully encircles the dragon egg, you are allowed to connect the tip of the snake's tail.

ENDING OF THE GAME

If the players manage to defeat all three guards and collect the dragon egg before 2 out of 4 stacks run out, they win the game! If the players fail, they can always try again!

Note: You can make both co-operative modes more challenging by following the Advanced Rules (5+).

The players first touched all three guard tokens and then encircled the egg token with the snake tail. They win the game!

CREDITS

Game designer: Katrin Abfalter

Illustrator: Irina Pechenkina

Project manager: Polina Basalaeva

Special thanks to Alexander Peshkov and Ekaterina Pluzhnikova.

Art director: Anastasia Durova

Layout: Anna Medvedeva

WHITE CASTLE
GAMES AGENCY

Published under
license of White
Castle Games ©2020
All rights reserved.



Game published by Lifestyle Boardgames Ltd.
© 2020 All rights reserved. 7-6 2nd Filgovskaya
street, 1st floor, office III, room 6A, Moscow,
121096, Russia. Tel.: +7 495 510 0539
www.lifestyle-boardgames.com
mail@lifestyleltd.ru

YOUR
LOGO

YOUR TEXT YOUR TEXT YOUR TEXT
YOUR TEXT YOUR TEXT YOUR TEXT
YOUR TEXT YOUR TEXT YOUR TEXT
YOUR TEXT YOUR TEXT YOUR TEXT
YOUR TEXT YOUR TEXT YOUR TEXT