

Steffen Benndorf



SNOWHERE®

A changing world

Players: 1 and more**Ages:** 8 and up**Duration:** about 20 minutes

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111 cards, 6 of which show
a snowflake on their snow side

1 overview card with rules summary



IDEA OF THE GAME

In front of you lies a world consumed by fire and flames. Everything threatens to be suffocated by heat and chaos. But no matter how much life is threatened, you should never abandon hope.

In this game, the cards form a carpet of fire you must extinguish. Some of the cards are at the very top and aren't covered by any others. You're allowed to pick these up and transform them into snow by flipping them over. You can then use these cards to cover and extinguish the fire in other areas.

Each card you pick up releases new fire cards. However, you must place down cards to extinguish the fire, which means you'll also be blocking cards. Will you succeed in selecting the right cards and overcoming the chaos created by the heat and flames?

SETUP

Shuffle the 111 cards and place them fire side up in the middle of the table. Randomly spread the cards out across the table, to create an **erratic carpet of**

cards that all cover each other. Players may decide for themselves how big they want to make the carpet, but the important thing is that the cards must form one cohesive area. **None of the cards should be lying on their own.**

***TIP:** Try to fan the cards outwards from the center, and don't push them back too far towards the middle.*

HOW TO PLAY

Gameplay is very straightforward. In a multiplayer game, players take turns in clockwise order. You're allowed to consult and advise each other.

PICKING UP A CARD

First, you must pick up **one card** from the carpet of fire. It has to be a card that's not covered by any other cards **1**.

You're not allowed to pick up snow cards **2**!

***TIP:** When picking up a card, you must be careful not to disturb any of the other cards. To provide stability, you're allowed to pin down other cards using your fingers. If one or more cards are moved accidentally, try to recreate their original position as best you can.*



IMPORTANT! You're allowed to pick up a covered fire card, but only if it's covered by at most **one** other card, and by **1 millimeter or less** **3**.

PLACING DOWN A CARD

Flip the card you just picked up over **to its snow side**.



If the card shows a **giant snowflake**, place it **to the side for now**. You'll only need it at the end of the game. In this case, continue the game by picking up another fire card.

All other cards must be **used immediately** to cover the carpet of fire. Place the card back onto the carpet, snow side up. **You're free to choose where to place the card, as well as its orientation (it doesn't have to touch previously placed snow cards 1).**

IMPORTANT! In order to create a thick cover of snow, adjacent snow cards must always **overlap slightly 2**. Additionally, snow cards that are placed on top of fire cards **at the edge of the carpet** must also **slightly cover the playing surface**. You're **not** allowed to place down a snow card in such a way that it covers a fire card **exactly**. There always has to be an edge sticking out **3**.

Starting position:



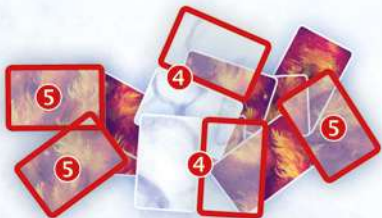
Valid placement:



X *Invalid placement:*

4 *Adjacent snow card isn't covered*

5 *Snow card does not stick out over the edge*



TIP: *To provide stability, you're allowed to pin down other cards using your fingers.*

Once the card has been placed, the next player in clockwise order takes their turn.

END OF GAME AND RESULT

The game ends when a player can **no longer legally pick up a fire card**.

During the game, you hopefully managed to find some **snow cards with a snowflake** on them. You may use these now in order to **cover areas of the fire that are still exposed**.

The less fire is still visible, **the better** your result. If you managed to completely cover all of the fire cards, you've successfully solved the puzzle.

Translation: The Geeky Pen