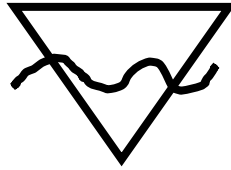


SNAKES & FOXES



The GAME of SNAKES & FOXES is an ancient game of hunt and escape for one or two players. Its origins are shrouded in mystery; the myths surrounding it suggest it may contain hints to a magic ritual that allows entry into another world.

Goal:

The players enter the world of the SNAKES & FOXES through the HUB at the center of the board; their goal is to reach the outer edge of the board and return to the HUB without being eaten by a SNAKE or FOX. The first player to do so is the winner; if neither player succeeds the SNAKES & FOXES win.

Players:

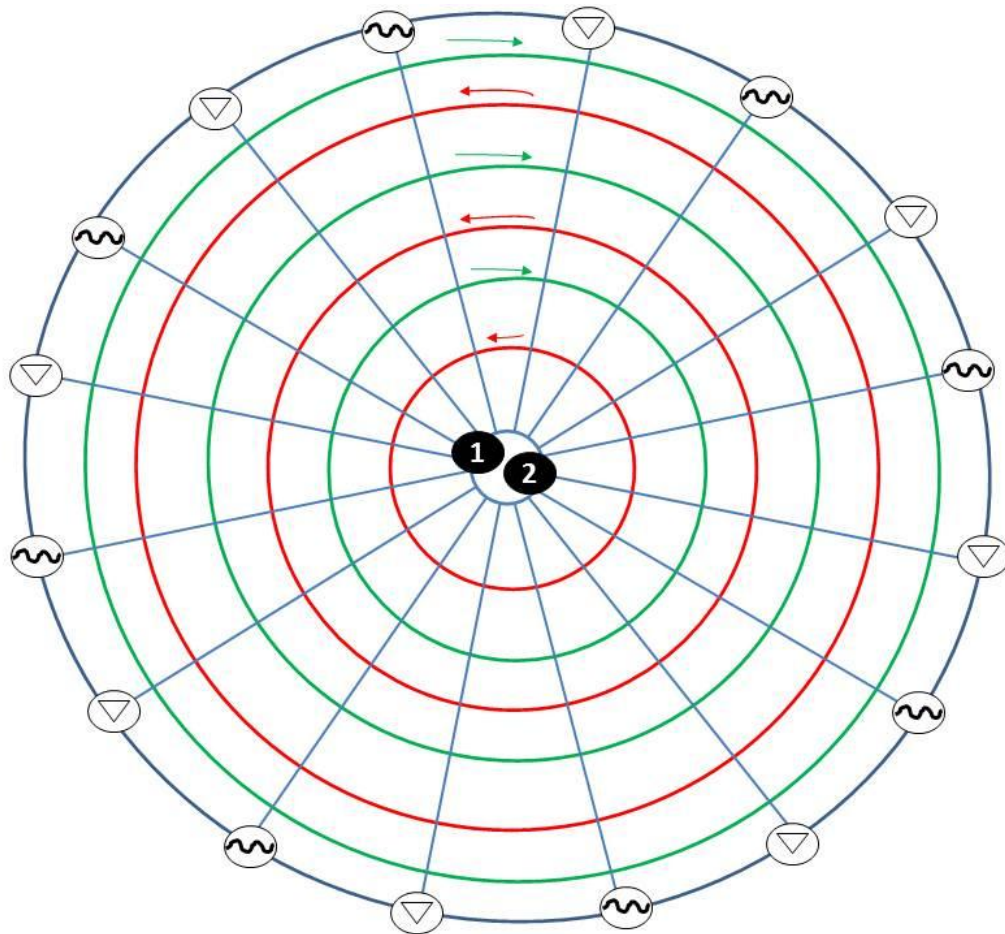
One or Two players. Two players alternate turns, each playing one piece and moving the SNAKES and FOXES for the other player. If only one player is playing, that player alternates between turns for each player token, moving the SNAKES and FOXES as well.

Elements:

- Game Board, consisting of the HUB center space and paths formed by seven concentric RINGS with sixteen axial SPOKES. Three of the RINGS are red, allowing counter-clockwise movement only, alternating with three RINGS of green, allowing clockwise movement only. The outermost RING and all SPOKES are blue, allowing movement in either direction. Each intersection of a RING and a SPOKE is a movement space that can be occupied by a token, as is the HUB at the center.
- Eight (8) white tokens marked with inverted triangles, the FOXES.
- Eight (8) white tokens marked with a wavy line, the SNAKES.
- Two (2) black tokens, the players.
- Six (6) dice, with two sides marked with black dots for the player MOVE, two side marked with wavy lines for SNAKES , and two sides marked with triangles for FOXES. (If regular six-sided dice are used, a roll of 1 or 2 represents MOVE, 3 or 4 represents SNAKES, and 5 or 6 represents FOXES.)

Set up:

The game is prepared for play by laying out the game board and placing the two black player tokens in the HUB in the center. The sixteen SNAKE and FOX tokens are placed on the outermost RING at the intersection with each SPOKE, alternating SNAKE and FOX until all tokens are placed.



The board set up for play.

Play:

1. Each player's turn consists of three steps: a roll of the dice, movement of the player token, and movement of the SNAKES and FOXES.
2. Players each roll six dice to determine who goes first. The player whose roll shows the highest number of MOVE symbols (the black dot) goes first. If only one player is playing, the player will alternate turns for each player token.

3. STEP ONE. Roll.

a. The player rolls the six dice, revealing a number of symbols. The number of MOVE symbols (black dots) indicates the number of spaces the player may move his or her token. The number of SNAKE symbols (wavy lines) indicates the number of SNAKE tokens that will move; similarly, the number of FOX symbols (triangles) indicates the number of FOX tokens that will move.

b. On the player's first turn of the game, if no MOVE symbols show on the dice, the player must re-roll. On subsequent turns, if no MOVE symbols show, the player token is not moved.

4. STEP TWO. Player moves.

a. The player moves his token the number of spaces indicated by the total number of MOVE symbols showing on the dice, from zero up to six, following the paths on the board.

b. The player must move the total number of MOVE symbols shown, no more and no less.

c. The player's token cannot move into a space occupied by a SNAKE, FOX, or the other player's token (though both player tokens occupy the single HUB space at the game's start).

d. The player's token can move any direction allowable by the paths; that is outward or inward on the SPOKES, clockwise on green RINGS, counter-clockwise on red RINGS, and either clockwise or counter-clockwise on the outer blue RING. The player token's cannot backtrack in its move (that is, move from one space into a second space, then directly back to the first space), unless the move is from the sixth RING of the board to the outer RING, at which point if the player has sufficient movement remaining he or she may immediately move back along the SPOKE from the outer RING or move along the outer RING itself.

e. The player's token may re-enter the HUB at any time, provided the HUB is not occupied by another token, and exit the HUB in any direction. If the player's token enters the HUB after having visited the outer RING, the player's turn immediately ends and the player wins (see "Winning the Game" below).

5. STEP THREE. SNAKES and FOXES move.

a. After the player's token moves, the SNAKES and FOXES move for that player's turn. If two players are playing, the other player moves the SNAKES and FOXES; if one player plays then he or she moves the SNAKES and FOXES.

b. A number of SNAKES equal to the number of SNAKE symbols showing on the dice each move one space each toward the player token, according to the movement rules below. If as a result of the moves a SNAKE piece lands on a space occupied by a player token, that player's token is eaten and the player is removed from the game. The SNAKE and FOX moves indicated by the roll are played to completion, however, before the next player takes a turn.

c. Following the SNAKES, the FOXES move. A number of FOXES equal to the number of FOX symbols showing on the dice each move one space each toward the player token, according to the movement rules below. If as a result of the moves a FOX piece lands on a space occupied by a player token, that player's token is eaten and the player is removed from the game. The SNAKE and FOX moves indicated by the roll are played to completion, however, before the next player takes a turn.

d. SNAKE and FOX movement rules:

(1) A total number of SNAKES and FOXES equal to the corresponding symbols show on the die roll (from zero to six) are moved each turn.

(2) All SNAKES move first, then all FOXES.

(3) Each SNAKE or FOX moves exactly one space along the paths: outward or inward on the SPOKES, clockwise on green RINGS, counter-clockwise on red RINGS, and either clockwise or counter-clockwise on the outer blue RING.

(4) Movement begins with the SNAKE or FOX closest to the player's token. "Closest" is determined by counting the number of steps along the shortest path from the player's token to the position of the SNAKE or FOX. If two SNAKES or FOXES are equal distance from the player's token, choose the one on the same SPOKE as the player token first, if that applies, then one on the same RING as the player token, if that applies, then the one closest to the HUB if it is on the same side of the board as the player token. If none of these rules apply, choose randomly.

(5) The SNAKE or FOX moves one space in a valid direction toward the current player's token. The SNAKE or FOX must make a move that results in it being closer to the player; if the SNAKE or FOX cannot make a valid move that results in it being closer to the player token (whether because of other SNAKE or FOX pieces in the way, or because the available movement is on a RING that only allows movement away from the player token), then that SNAKE or FOX does not move and the next closest SNAKE or FOX is selected to move instead.

(6) If the SNAKE or FOX has two equally valid moves that both result in it being the same distance from the player token, the SNAKE or FOX is moved the most advantageous direction.

(7) A SNAKE or FOX cannot move into a space already occupied by another SNAKE or FOX.

(8) A SNAKE or FOX can enter the HUB, if it is unoccupied, and leave it on a subsequent turn in any direction.

(9) If the SNAKE or FOX can move onto the space occupied by the player's token whose turn is in progress, the SNAKE or FOX will take that move, eating the player token. A SNAKE or FOX will ignore the other player's token unless its movement path passes through the other player's token's space, at which point the second player's token is eaten and that player is removed from the game.

(10) Once the closest SNAKE to the player token has moved, the next closest SNAKE moves, and so on, until all SNAKE symbol moves have been completed, at which point the closest FOX to the player token moves, then the next closest FOX, and so on.

6. When all of the SNAKES and FOXES for a player's roll have completed their moves, the dice are passed to the other player (or the same player tosses the dice for the other token), and the turn steps repeat.

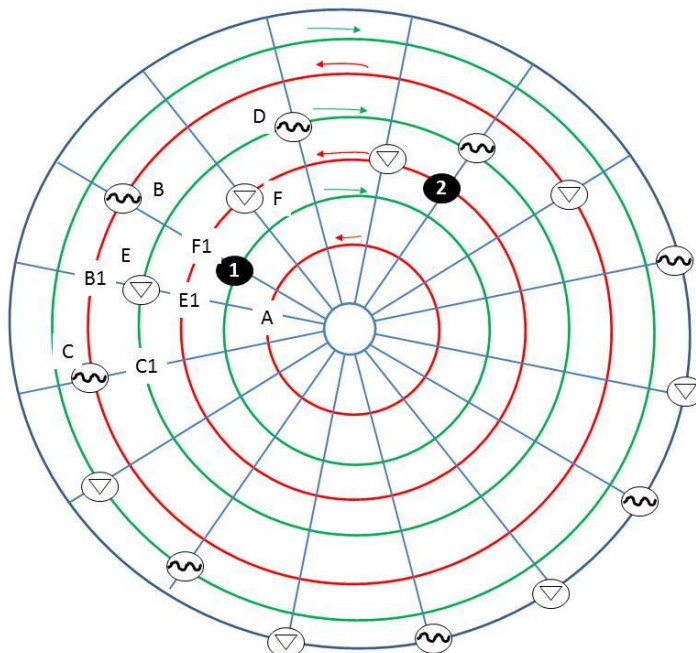
Winning the Game:

The game ends when one player is successful in returning his or her token to the HUB at the center of the board after first moving to a space on the outer RING. If a second player's token is still alive when this occurs, the game may continue with only one player taking turns until the second player's token is either successful in escape or is touched by SNAKES or FOXES. If both player tokens are touched by SNAKES or FOXES before reaching the outer RING and returning to the HUB, the SNAKES & FOXES win.

Example of Play:

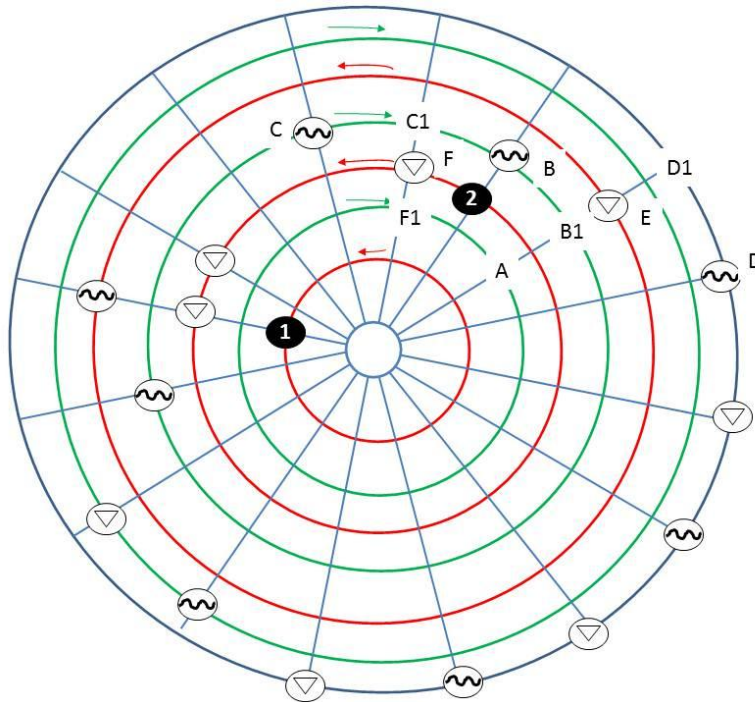
Here are a series of moves from a game part way in session to illustrate:

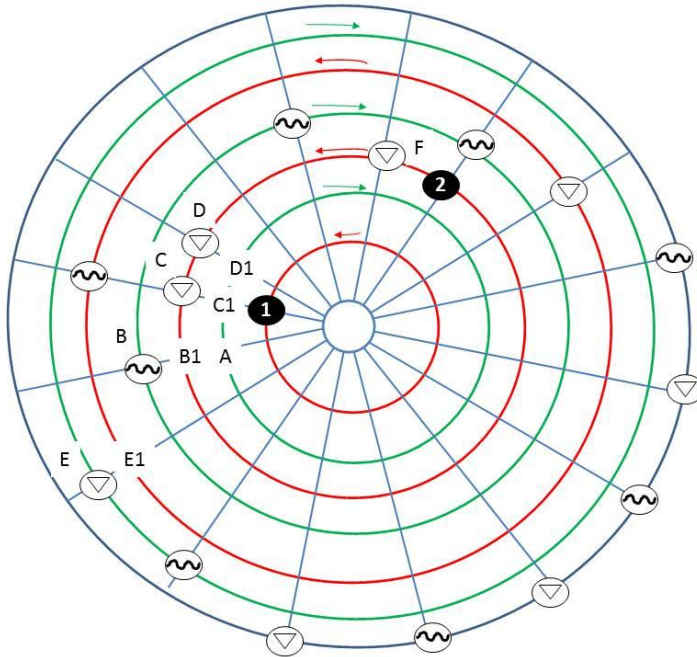
Player 1 rolls 2 MOVES, 2 SNAKES, and 2 FOXES.



He decides to retreat back down the SPOKE and around the red RING to position A. The closest SNAKES are at B and C, both five spaces away. B is randomly chosen first and moves to B1, while C moves in radially to C1. The FOX three spaces away at E then moves directly in to E1, and the FOX four spaces away at F moves closer to F1.

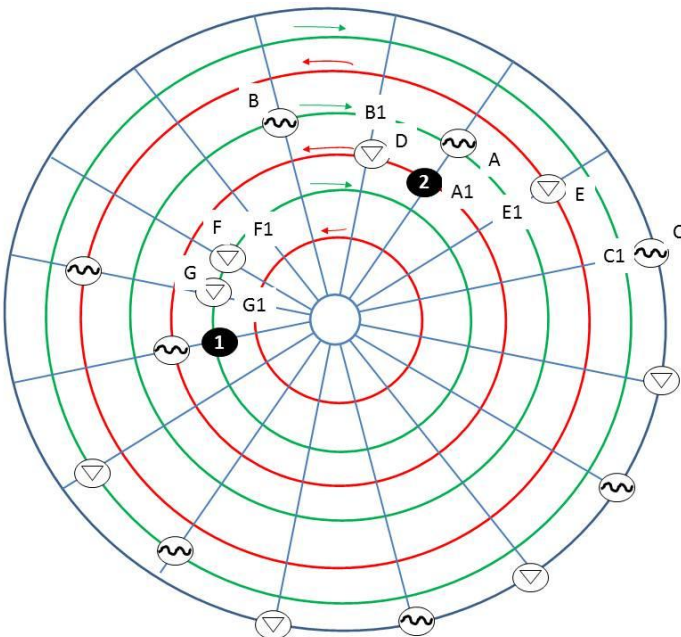
Player 2 then goes, and rolls 2 MOVES, 3 SNAKES, and a FOX.





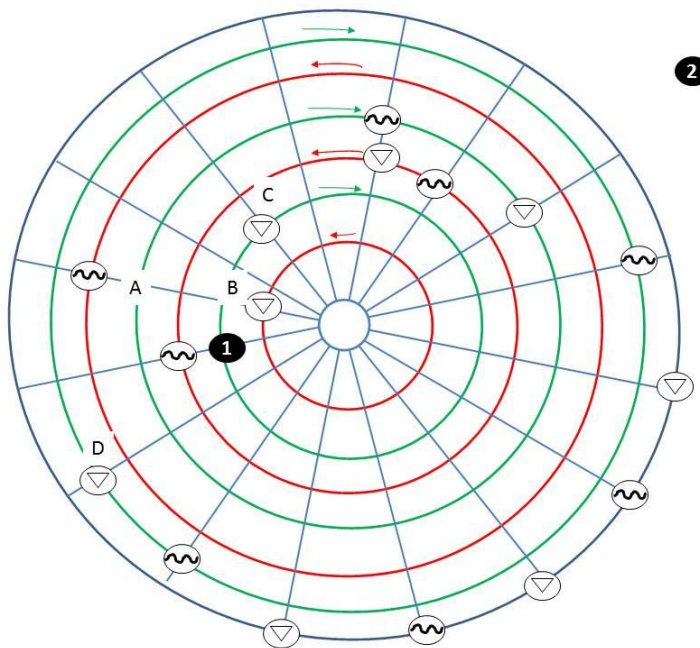
He moves two spaces to A. The SNAKE at B is closest, and moves to spot B1. The closest FOX at C cannot move to the ideal spot, B1, because it is occupied by a SNAKE, and so moves to C1 – good for the player, because the path moves in the opposite direction. FOX D moves to D1, and the next FOX to move is the one at E (to E1) since it is one space closer than the FOX at point F.

Player 2 next rolls 3 SNAKES and 3 FOXES.



Since Player 2 has no moves, the first SNAKE to move, at A, moves in to A1 and eats him – Player 2's game is over. The other SNAKES and FOXES continue to move toward Player 2's location for this turn however, resulting in B to B1 and C to C1. The FOX at D cannot move closer because he is on a counter-clockwise path, so his move passes and FOXES E, F, and G move to E1, F1, and G1 respectively.

Player 1, the sole survivor, then rolls 3 MOVES and 3 FOXES.



He is able to break past his enemies headed for the outer RING to point A, pursued by FOXES B, C, and D ... hoping for at least one MOVE on his next roll to avoid being eaten by that SNAKE!

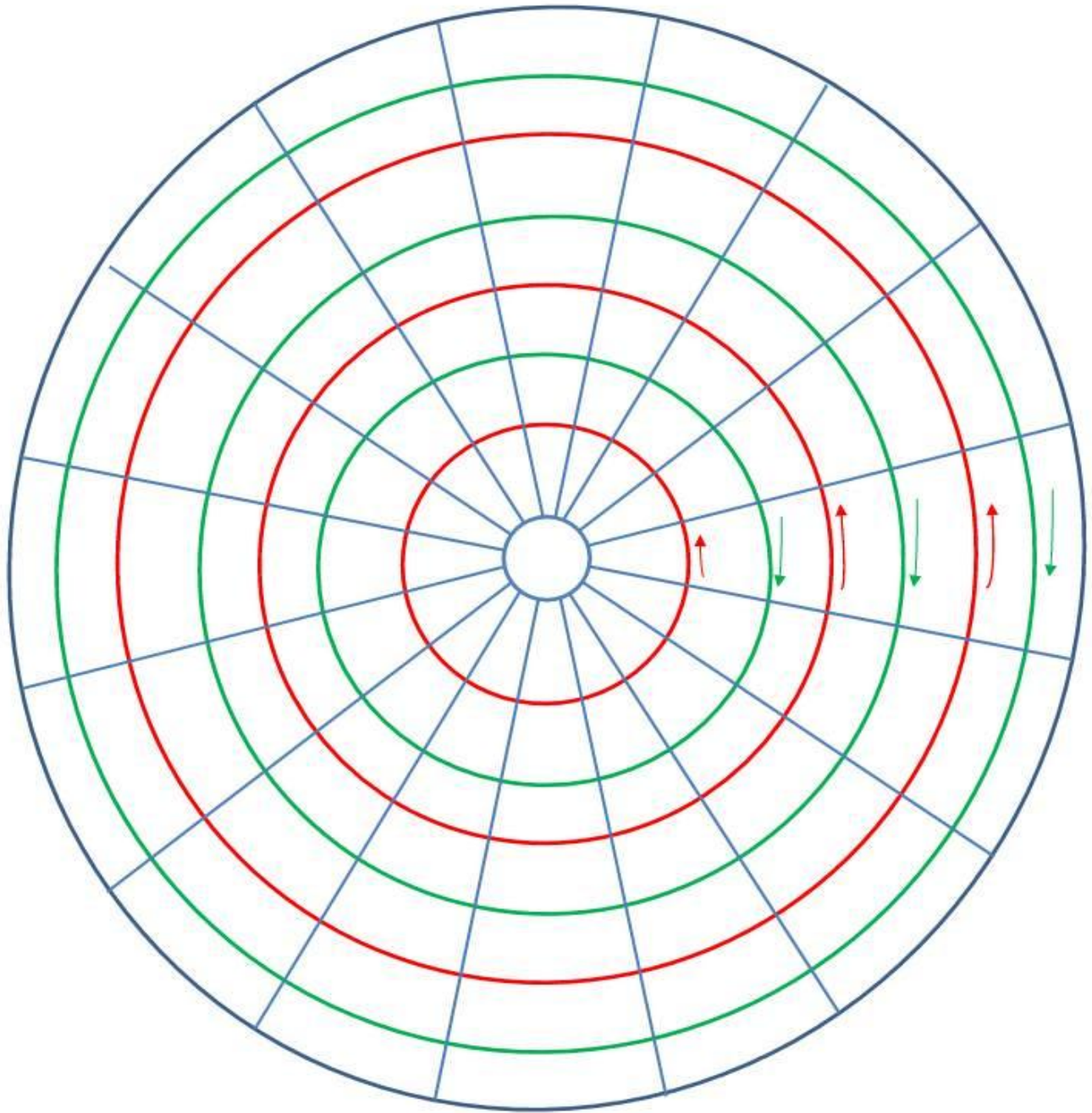
Variations:

The following are additional variant options for the game:

1. No movement restrictions. All RINGS are bi-directional. This makes the game harder.
2. Additional players. More players may be added, following the same procedures for a two player game.
3. No SNAKE/FOX movement rules. In a multi-player game, the non-moving player may choose to move any SNAKES and FOXES in any valid direction, rather than adhering to the closest distance rules outlined above.
4. Player allies. Player tokens may both occupy the same space and pass through one another. This makes the game slightly easier.

5. SNAKE/FOX allies. Multiple SNAKES may occupy a single SNAKE space; multiple FOXES may occupy a FOX space. SNAKES may still not pass through FOX spaces or vice versa. This makes the game slightly easier, as it creates more open space on the board.
6. SNAKE/FOX awareness. SNAKES/FOXES do not continue moving toward a dead player, and instead move toward the nearest player regardless of whose turn it is. This makes the game much harder.
7. No randomness. On each turn, the Player gets two MOVES, and must move two SNAKES and two FOXES.

GAME BOARD



GAME PIECES

