SNAKEY DICE

	2	3	4	5	6	7	8	9	10	11	12
2	START										
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

Power-Ups	Start Level	Level 1	Level 2	Level 3	Level 4
# Re-rolls	2 SNAKE DICE: 1 ✓	3 SNAKE DICE: 1 ☐	4 SNAKE DICE: 2 ☐	5 SNAKE DICE: 2 ☐	6 SNAKE DICE: 3 ☐
Flip Die	2 SNAKE DICE: 0 ✓	3 SNAKE DICE: 1 ☐	4 SNAKE DICE: 1 ☐	5 SNAKE DICE: 2 ☐	6 SNAKE DICE: 2 ☐
Free Unlock	2 SNAKE DICE: 0 ✓	3 SNAKE DICE: 0 ☐	4 SNAKE DICE: 1 ☐	5 SNAKE DICE: 1 ☐	6 SNAKE DICE: 2 ☐
Ignore Die	2 SNAKE DICE: 1 ✓	3 SNAKE DICE: 1 ☐	4 SNAKE DICE: 2 ☐	5 SNAKE DICE: 2 ☐	6 SNAKE DICE: 3 ☐

One-time Actions		
Portal	Jump	Unlock
○	○	○
○	○	○
○	○	○

The following actions only become available using the special bonus:

○	○	○
○	○	○

Scoring	Count	Multiplier	Total
# of Power-ups eaten	?	× 5	= ?
# Unused one-time actions (including enabled & unused Special Bonuses)	?	× 3	= ?
# Power-ups tracks at Level 4	?	× 5	= ?
# Blockades	?	× 1	= ?
# Empty squares	?	× -2	= ?
# Squares jumped over	?	× -1	= ?
Grand Total			∑ ?

V1.1

Designed by: Nick Shaw (BGG user: njshaw2)
Released under licence: Attribution - Non Commercial - ShareAlike 4.0 International

SNAKEY DICE

A dice game of snaking around

1 Player | 20 minutes | Ages 8+

Overview:

Play the classic mobile game "Snake" using dice & a pencil! No old mobile phone or battery-life required! Make the longest snake you can, picking up power-ups along the way to supercharge your snake.

Components:

- A printout of the first page of this document;
- A pencil;
- 6 × 6-sided snake dice (either stickered with custom-dice faces, or used along with the conversion chart on the game sheet or on page 2 of these rules);
- 2 × standard 6-sided dice (with face values 1 through 6).

Setup:

- Create an initial **6** blockades. Blockades are created like this:
  - Roll the 2 standard dice, sum the result. This is the column index.
  - Roll the 2 standard dice again, sum the result. This is the row index.
  - Cross off the square at the column & row rolled. If the square referenced is already blockaded, is a (power-up) location, or is the Start square, re-roll for a new location.
- Take 2 of the *snake* dice; this is your starting number of snake dice to roll.
- Your snake starts at square [2,2], and starts moving either to the square below it, or to the right of it.

Game Play:

Roll

Each turn, roll as many snake dice as noted on the highest power-up level you have reached. You can then manipulate the dice in various ways (and in any order) before continuing:

- You may **Re-roll** as many *unlocked* dice as you like (all at once), up to the number of re-rolls allowed;
- You may **Flip** (to their opposite side) a number of *unlocked* dice equal to your **Flip Die** power-up value;
- If you roll any (locked) faces, those dice cannot be manipulated with re-roll or flip, unless you have a **Free Unlock** power-up, or choose to tick off one of the one-time **Unlock** actions, to unlock a locked die.

Move/Write

You must then use all these snake dice to move your snake, or add a blockade if a die is locked, *optionally* ignoring as many dice as your current **Ignore Die** power-up value (which starts at 1).

You can use your chosen dice in any order. For each chosen die with a direction shown (either straight, left, right, or left/right), draw the snake's movement in the square in front of your snake's head, as a line in the direction shown on the die (from the perspective of the snake's head!). If a die face is (locked), instead of any movement, that die creates a new Blockade (see Blockades section below).

Colliding (with wall/blockade/yourself)

If your snake ends up right next to a wall, a blockade, or part of your own trail, you will die unless you have some spare Portal or Jump actions left. If you *do* have some left, you can tick **one** off to:

- *Wall*: ***Portal*** out through one wall and come in through the opposite wall in the same column/row number;
- *Blockade/Your own trail*: ***Jump*** across one or more blocked/trail-containing squares (in a straight line, always landing ready to enter the next empty square, and not using up a die for such movement).

Note: You cannot use more than the available number of one-time actions - once they're gone, they're gone! You can, however, use more than one — even for the same movement — in a turn, if you have enough!

Power-ups

If you land on or pass over a power-up square, you must first create **2 new blockades** (see below), then choose *one* **power-up** track to level up: either **Re-roll**, **Flip Die**, **Free Unlock**, or **Ignore Die**. Whichever you choose, cross off the next Level box along that power-up's track. *Newly gained power-ups become active on your **next turn**.* Whenever a track is the first track to reach a new level, you gain an extra snake die to roll each turn [note: this is not optional, you *must* now roll that many dice each turn].

Blockades

If you ever have to add one or more blockades: Roll the 2 standard dice, as during setup, to select each new square to blockade. If the rolled square is already occupied by an existing blockade, an unclaimed power-up or your snake's own trail, you ignore that blockade's creation — move on to the next blockade, if you have more you need to create still.

Designed by: Nick Shaw (BGG user: njshaw2)
Released under licence: Attribution - Non Commercial - ShareAlike 4.0 International

SNAKEY DICE

Special Bonus: Rolling 3+ Locked Dice Faces

If you roll & keep dice faces on **3 or more** of your dice on a turn, you activate a **special bonus**: You may gain an extra one-time action of your choice (limited to 2 per type) — draw a solid line around the greyed-out circle (○) of your choice in the One-Time Actions box. This new one-time action is now available to use at any point on this or future turns, and is eligible for the 3VP bonus if not used by game end. *Note: These locked dice still cause new Blockades to be created!*

Game End & Scoring:

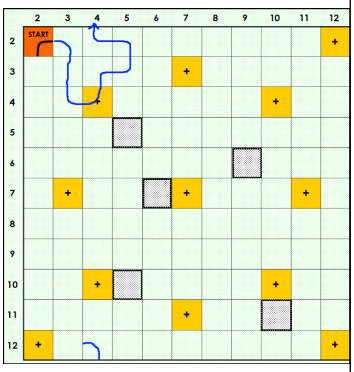
When you crash into yourself or a blockade and have no Jumps left, or crash into a wall and have no Portals left, the game is over! Calculate your score using the scoring table on the game sheet. Your score is a combination of: # power-up squares passed through × 5, + # unused one-time actions × 3, + # blockades, + # power-up tracks that reached Level-4 × 5, - # squares jumped-over using Jump actions, - # unvisited squares (including unvisited power-up squares!) left on the board × 2.

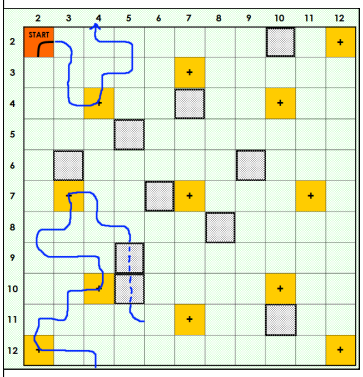
Score Ratings:

- <50 : Pathetic Worm
- 50-74 : Average Snake-in-the-grass
- 75-99 : Pretty Super Serpent!
- 100+ : Supreme Master of Slithering!

Portal Example:

After 6 turns (with 3 dice, having activated the Level 1 re-roll power-up after moving through their first power-up square), the player was a bit stuck, at square [5,2]. They couldn't get out! They rolled a 'forward', a 'left turn' and a 'locked' face. Hoping for a 'right-turn' or 'left or right' to start going towards the right, they re-rolled just the left-turn die and got a 'right turn'. They had no choice but to Portal through the wall, which they did at square [4,2] and started their next turn's movement on the opposite wall, at [4,12]. On their next turn, they crossed off one Portal checkbox then rolled their 3 snake dice and got a 'left turn' and 2 'locked' faces. They use the left turn movement in [4,12], and must now roll for a new blockade.

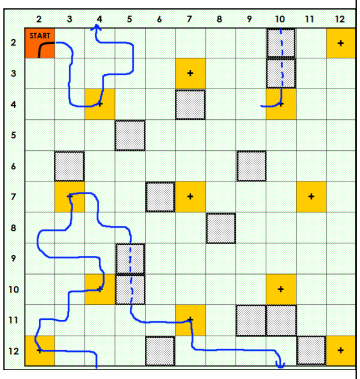




Jump Example:

The player reached square [5,8] and couldn't avoid the blockade. They had no choice but to use a Jump action; crossing off a Jump checkbox, they 'jumped' over squares [5,9] and [5,10] (showed by dashed lines), landing in square [5,11] to continue the path.

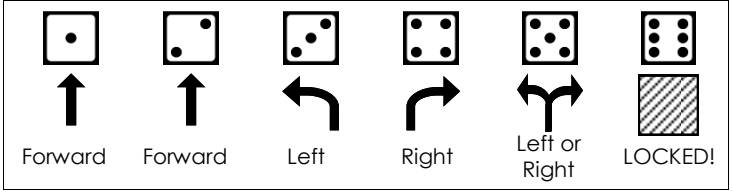
Note that you can also jump over your own trail. This happens in exactly the same way as jumping over a blockade.



Jump AND Portal Example:

You *can*, if required, use a Jump *and* a Portal power in one turn... A little later on in the above game, the player got a bit stuck when some bad rolls meant they were heading into a blockade or a wall. They decide to portal across the board, using a Portal action out of square [10,12] and into square [10,2], but square [10,2] was blockaded — so they also used a Jump action to jump over that square *and* [10,3] (landing right onto a power-up square in [10,4]), to then continue moving.

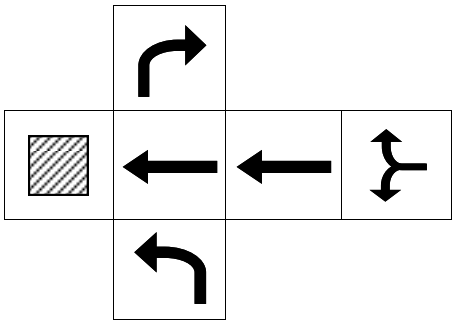
Dice Face Converter

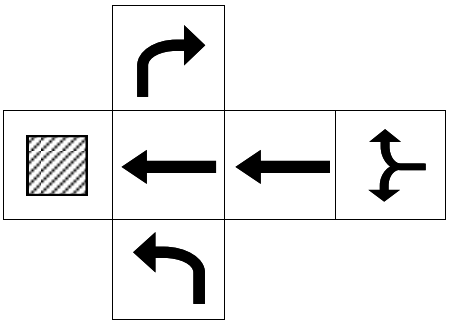


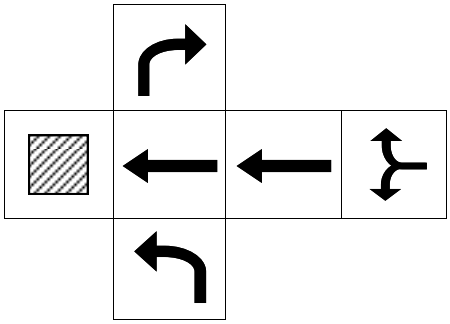
Designed by: Nick Shaw (BGG user: njshaw2)
Released under licence: Attribution - Non Commercial - ShareAlike 4.0 International

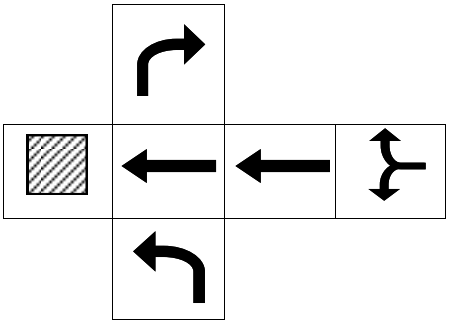
SNAKEY DICE

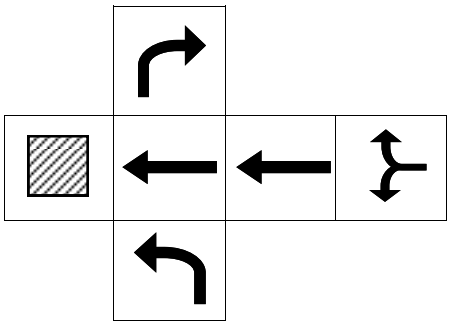
Dice Faces Sticker Sheet

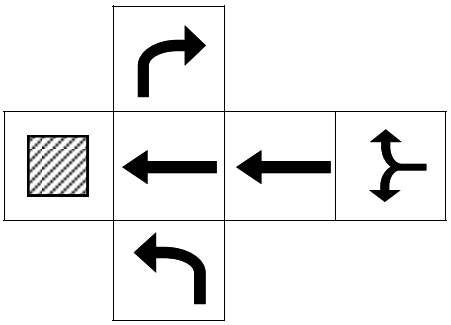












Designed by: Nick Shaw (BGG user: njshaw2)
Released under licence: Attribution - Non Commercial - ShareAlike 4.0 International