

## **You Snake!**

2-6 Players

15-30 Minutes

Age 10+

Weight 1.3

*Flip-and-write, bluffing, humour, push your luck, set collection*

### **Hook**

A bluff-and-write where you can always get the exact cards you need...just don't get bitten!

### **Components**

Paper sheets

27x Cards

### **The Cards**

5x Types of snake (Anaconda, Cobra, Taipan, Python, Viper)

5x Values (1, 2, 3, 4, 5)

1x Wild Snake (Wild-X)

1x Black Mamba

### **Setup**

1. Give each player a game sheet and pen/pencil
2. Shuffle the deck and flip the top 5 cards off the deck.
  - a. If you reveal Wild Snake or Black Mamba ignore it and reveal another one.
3. Each player makes two marks on their player sheet from the available face up cards; one snake and number value.
4. Shuffle the revealed cards back into the deck and then remove three cards face down from the game. (Or just two cards in a 5P game).
5. The player who suggested the game goes first.

### **On Your Turn**

The active player draws the top card of the deck and looks at it in secret.

They declare out loud what the card is, i.e. "This is an Anaconda 3"

Players are allowed to lie to get exactly the cards they need when they need them.

The active player *may* mark both traits (the snake and its value) on their sheet.

Non-active players choose just one trait to mark on their sheet.

The card is then discarded face down.

### **Challenging**

After a declaration, another player can challenge - first in best dressed.

#### **If the challenger is wrong**

Reveal the card face up and:

- Challenger gets no marks and is bitten (they mark one snake bite on their sheet)
- Non-accusers get one value or type from the revealed card.

- The active player gets both the value and type from the revealed card.

### **If the challenger is right**

Reveal the card face up and:

- Challenger may mark off *any* one value and *any* one type on their sheet.
- Non-accusers get one value or type from the revealed card.
- The active player may take just one trait from the revealed card

### **Special Snakes**

There are two special Snakes in the deck that act differently from the normal cards

#### The Wild Snake (Gold)

This snake counts as all snake types and all values (1-5). If you draw this snake you must declare what type and value it is. If someone challenges you they are considered to be wrong (as this snake is every type and value and is therefore not a bluff)

#### The Black Mamba (Red)

Handle with extreme caution! This snake counts as having *no* valid type or value. If you draw this snake you must declare what type and value it is. If someone challenges you they are considered to be correct (as this snake has no valid type or value and is therefore a bluff). If this card is challenged, the person bluffing with it and non-accusers will get nothing for their sheet this turn, because when the Black Mamba is revealed it has no valid type or value for those players to mark on their sheet. A player making a correct challenge will still be able to mark off *any* snake value and *any* number value on their sheet as per normal.

### **Snake Bites**

At the end of the game a player loses points for snake bites they have taken during the game, equal to the number of bites taken multiplied by itself.

For example:

- 1 snake bite: Lose 1 point (1x1)
- 2 snake bites: Lose 4 points (2x2)
- 3 snake bites: Lose 9 points (3x3) etc.

### **Game End**

The game ends when the deck runs out of cards

Add up the points on your sheet and the highest score wins.

If tied, the player with the fewest snake bites wins.

If still tied, tied players share the victory.

## **The Games**

### **Snake Wrangler**

- Mark off left-to-right on the matching snake type. The numbered box still showing (next to the most recent crossed off box) is your score.
- If you cross off the seventh and final box on a snake [20] you will score 25 points.

### **Snake Charmer**

- To start you may cross off a snake anywhere in the circle.
- Once done, you may only cross a snake to it's left or right
- Once your second snake is crossed off you have now set your direction and must continue in that direction around the circle to cross off all five snakes.
- Each snake crossed off in this way scores 4 points.
- If you are the first (or equal first) player to complete the circle you score a bonus 10 points!

### **Snake Pit**

- Write number values into the boxes
- At end of game you score points equal to the face value of those points
- If you can write exactly 5 numbers, that sum to 15 points and you are the first (or equal first) player to do so you score 30 points instead of 15.

### **Snake Ladders**

- Mark off left-to-right on each of the two 'ladders'
- You can never backtrack, so if you skip a number you can never cross off that number again.
- Score points based on the number of boxes crossed off in each of the two ladders.