

SNAILS

ALTERNATIVE RULES, GAME MODES AND TACTICAL SCENARIOS

This document contains additional materials for *Snails*, a game of mollusk mayhem. They will enrich your experience, offering new setup variants, alternative game modes, optional rules as well as various scenarios.

Important: Some materials in this document utilize the back of the game board, which only features the hexagon grid and the Contamination Track. For the sake of rules presented in this document, the side featuring the islands artwork (the front of the board) is called the **Basic Side**, while the side with the space grid (the back of the board) is called the **Expert Side**.

OPTIONAL BOARD SETUP FOR 2 AND 3 PLAYERS

If you play with less than 4 players, you might wish to reduce the area of the archipelago, so that your snails are closer at the beginning of the game and can immediately start the combat. In order to do this, set up the game according to normal rules with the following exception – modify **step 3 Board Setup** as described below. The following illustrations should also be helpful in setting up the board.

Important: The terrain tile layouts featured in this section do not use all terrain tiles available in the game. Place all unused terrain tiles back into the box without looking at them. Additionally, all layouts featured below utilize the **expert side** of the board.

Depending on your preferences, you will find all kinds of terrain tile layouts and tactical tips pertaining to them. Choose one of them, then take all terrain tiles, flip them and shuffle as described in step 3 of the board setup in the base game rulebook. Then place them as shown on the illustrations:

- If an illustration features a **beach tile**, place only a beach tile on a given board space (as if a space was marked with the “I” icon from the **basic side**).
- If an illustration features a **meadow tile**, place a beach tile on a given board space and then place a meadow tile on it (as if a space was marked with the “II” icon from the **basic side**).
- If an illustration features a **mountain tile**, place a beach tile on a given board space, then place a meadow tile on it and finally place a mountain tile on the top (as if a space was marked with the “III” icon from the **basic side**).

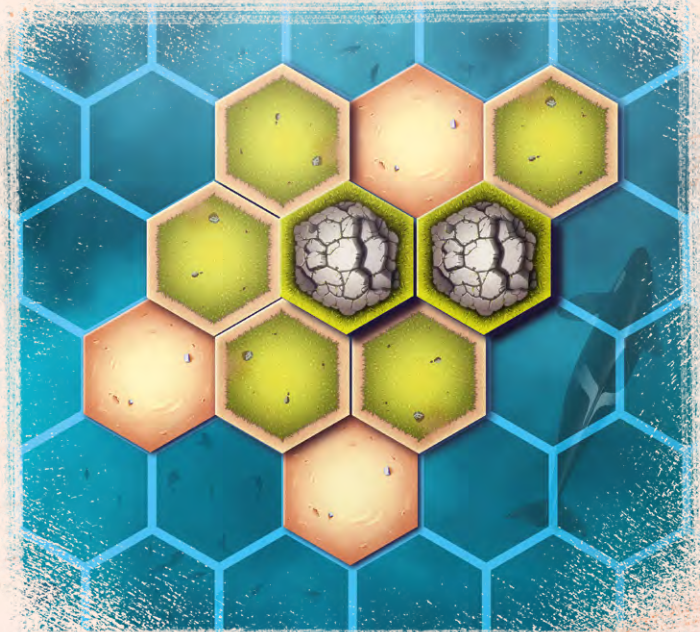
TERRAIN TILE LAYOUTS FOR 2 PLAYERS

LAYOUT 1: Almost As Like As Two Peas



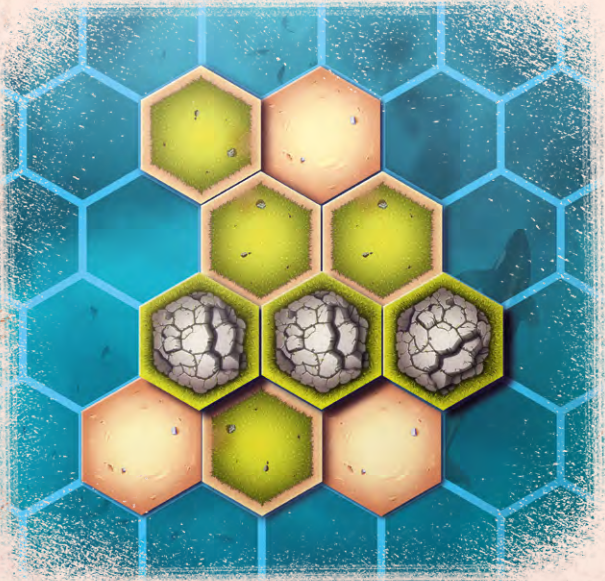
Tactical Tips: The upper section of the board has one more meadow, so placing your snails there might bring you valuable cards. At the same time, beaches in the lower section mean bigger risk of falling into the water.

LAYOUT 2: A Treacherous Cove



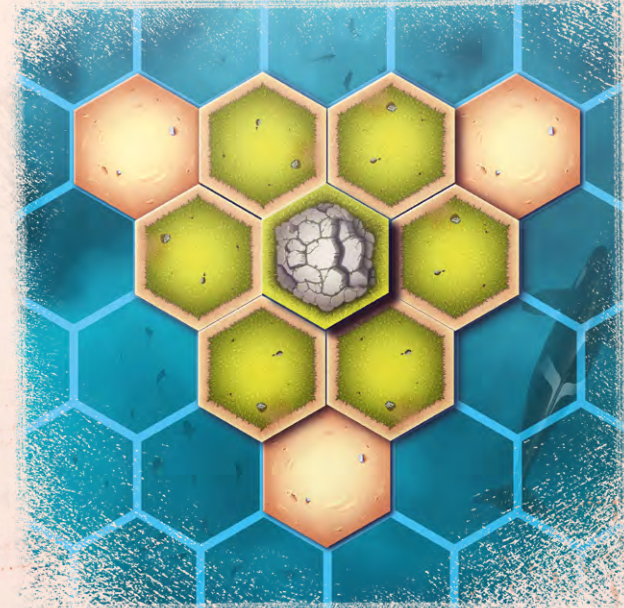
Tactical Tips: The coastline in this layout might prove treacherous. It is enough to destroy the upper beach tile to fundamentally extend the time necessary to leave water spaces. Keeping a *Golf Club* or any other action card enabling you to push a snail might be a good idea.

LAYOUT 3: Stone Wall



Tactical Tips: As the upper section of the board is comprised of one additional tile and more meadows, it might prove to be the main killing zone. However, it is worth considering to place your snails in the less attractive, lower section – if left to your opponent, they might turn it into a convenient hideout.

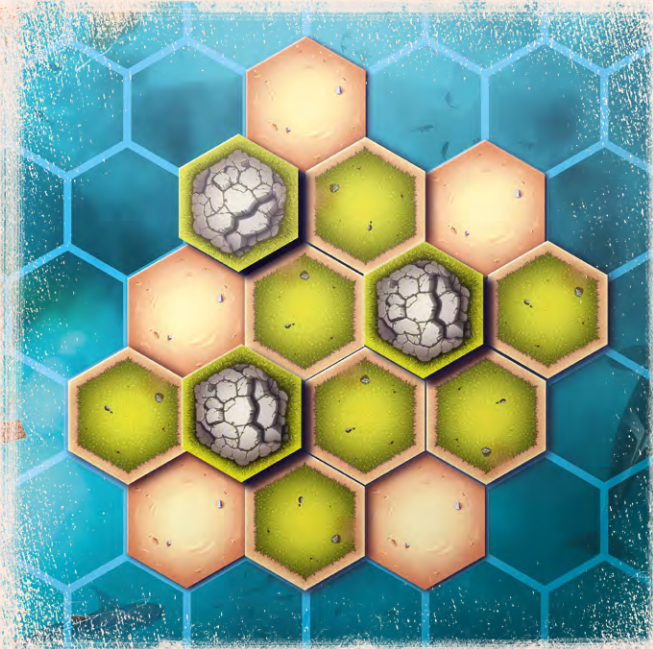
LAYOUT 4: King of the Hill



Tactical Tips: This layout features only one mountain tile. Make sure that your snail occupies it. It will be harder to hit as many ranged weapons cannot target higher levels.

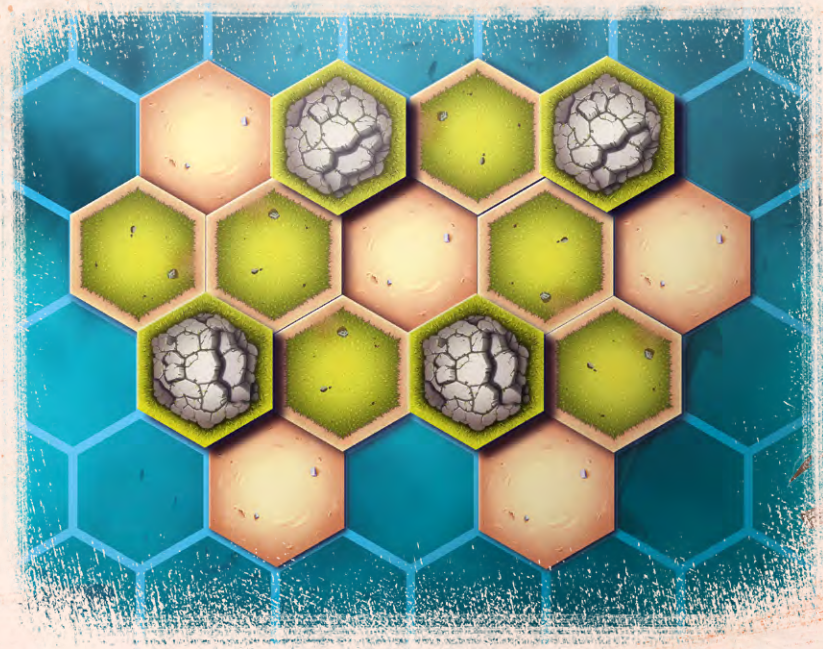
TERRAIN TILE LAYOUTS FOR 3 PLAYERS

LAYOUT 1: The Bermuda Triangle



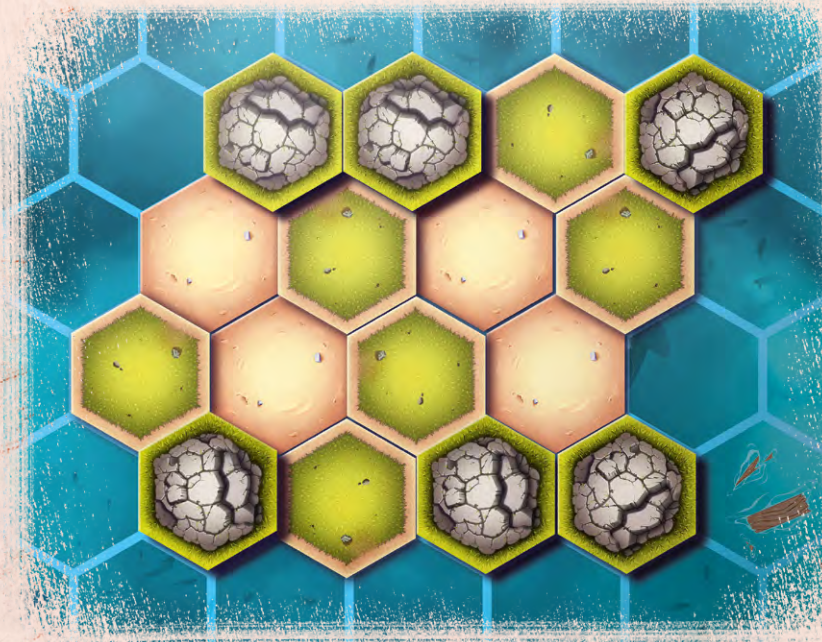
Tactical Tips: The main battleground will cover the mountains forming the triangle and their foothills. It is worth mentioning that the mountain tile located in the upper section of the board is adjacent to only two meadows. The other tiles are either beaches or water. Placing your snail there and cutting off all routes up might provide a great advantage over other players.

LAYOUT 2: The Eye of the Sea



Tactical Tips: In the central section of the area, there is a beach surrounded by mountains and meadows. Players must keep their snails away from this space at all costs, otherwise their soldiers might find themselves trapped. Additionally, despite the fact that this layout is for 3 players, it features four mountains. Two of them are in the very center, on which all players focus, so it might be worth getting on the top of one of the side mountains to stay "off radar".

LAYOUT 3: Death Valley



Tactical Tips: The tile layout forces players to fight mainly in the center dominated by beaches. If a player does not want to be involved in the most heated clashes, they should avoid them. However, the parallel cliff ranges are far more dangerous - falling down might cost any snail their life. A *Mine* well-placed on one of the two beaches on the coastline might turn out really effective. It is also worth keeping a *Jetpack*, a *Bomber*, or a *Welder* - you never know when it will save your snail.

DESIGNING YOUR OWN TILE LAYOUTS

If you wish, you may design a completely new tile layout for the board and experiment with other game tactics. In order to do this, use the **expert side** of the board and the following rules. Remember to always keep the order of placing terrain tiles based on the terrain type: beaches at the bottom, meadows in the middle and mountains on the top.

Number of Tiles: The board should be comprised of a number of tiles at least equal to the number of snails plus the player count.

- **2 players** – at least 10 terrain tiles
- **3 players** – at least 15 terrain tiles
- **4 players** – at least 20 terrain tiles

Mountain Tiles: Each mountain tile should be adjacent to at least one meadow tile, so that it is possible to climb a given mountain using the basic Crawl action (one meadow can be adjacent to more than one mountain).



TEAM PLAY MODE FOR 4 PLAYERS

This mode enables you to play a 4-player game in pairs. The game is very dynamic, while special rules enable you to combine special abilities from various factions and experiment with powerful combinations.

Game Setup: Set up the board according to normal rules. Then choose your pairs and decide who will be the first player. This person and their partner form **Team A**. The other two people form **Team B**.

Team members sit around the table, so that after one **Team A** member sits one **Team B** member. This way, players from different teams will be resolving their actions alternately – the first player from **Team A**, the first player from **Team B**, the second player from **Team A**, the second player from **Team B**, etc.

Perform the player setup according to normal rules with one exception – when choosing factions, let the first player from **Team A** choose first, then both **Team B** players choose, and, finally, the second player from **Team B**. It is organized this way, because faction abilities of players from the same team are combined (see below). This change of order while choosing factions has no impact on the player order.

When ready, you can proceed with the battle. The Round Counter / 1st Player Marker is still kept by the first player from **Team A**.

Goal of the Game

The first team to **eliminate any 4 snails from the enemy team wins the game**, however any eliminated snails cannot be from the same faction. For example, **Team A** playing Cowboys and Ninja could eliminate any snails owned by **Team B** playing Pirates and Zombie, but in order to win, **Team A** would need, e.g. 3 Pirate snails and 1 Zombie snail, not just 4 Pirate snails.

The game ends immediately after the 4th enemy snail is eliminated.

Special Rules

Communication: All communication between team members must be conducted over the table, so that everyone can hear – you are not allowed to whisper or show each other’s cards in secret. However, you are allowed to talk about cards in your hands and planned moves, or discuss tactical ploys, as long as all communication is public. You should also remember to keep all conversations and planning short, so that the game is not slowed down by too much talking between partners.

Faction Special Abilities: Team members from the same team share their faction special abilities. It means that, for example, players from **Team A** who chose the Amazons and the Ninja, will be able to use both the *Eagle Eye* ability and the *Climbers* ability. Players do not lose their team partner’s ability, even if all of their snails are eliminated from the game.

Card Exchange: In the Drawing Phase of each round except for the 1st round, when players have the opportunity to discard 2 arsenal action cards in order to draw 1 card, team partners may exchange 1 card from their hands. The exchange must be equal, i.e. each team member must give their partner 1 action card from their hand and take 1 action card for it. Basic action cards and faction action cards cannot be exchanged.

Friendly Fire: All attacks and effects dealing ♥ affect friendly team members as normal. The only exception is the situation described in the box *Tactical Tip: Unresolvable Action Cards* described on p. 11 in the base game rulebook – if a friendly team member were to resolve a red action card and their only valid target was their partner’s snail, they do not have to resolve a given action.

