

SSSNAKE



Flip & Write



GAME OVERVIEW



Your goal in Ssssnake is to make your ssssnake as long as possssible and ssstay in the game for as long as possssible. To grow, you need to eat appless. But be careful not to bite yourssself in the processsss and be eliminated! Before each round, an apple card is turned over to deccide where the appless will fall from the tree. If you eat lotsss of appless, you grow fassster and get new abilitiesss which will help you get to the deliciousss appless. The game endsss when the lassst but one ssssnake is eliminated.



Explanatory video

GAME COMPONENTS

160 game sheets
4 landscapes, 40 times each

4 pencils

16 apple cards

1 first player token

16 ability cards

Info boxes

In these instructions, you will occasionally find various boxes. These give you additional information, short examples or important notes.

This is an info box.

This is an example box.

This is an important note.

Setup

1. Take a pencil each. For environmental reasons, only four pencils are included.
If there are more players, you can use other pencils.
2. Each player takes the same game sheet from their pad. For the first game, we recommend using the "Am Fluss" sheet. Write your name on the sheet.
3. Shuffle the apple cards and place them in the middle of the table with the "A" side up. Leave a space nearby for the stack of "B" sides.
4. Prepare the ability card display as follows:
 - Check on the game sheet which ability cards should be used.
 - Put the cards marked with 15 back in the box.
 - Find the cards marked with 235 and add random ability cards ? until you have a total of eight cards. Put the other ability cards back in the box.
 - Shuffle the eight cards selected and place them in the middle of the table in two rows of four cards each. The last card in each row should be face-down.
5. The player who most recently ate an apple takes the first player marker.

Apple cards show the coordinates on the game sheet where an apple lands (page 5).



Ability cards explain the different abilities a snake can gain over the course of the game (page 8).



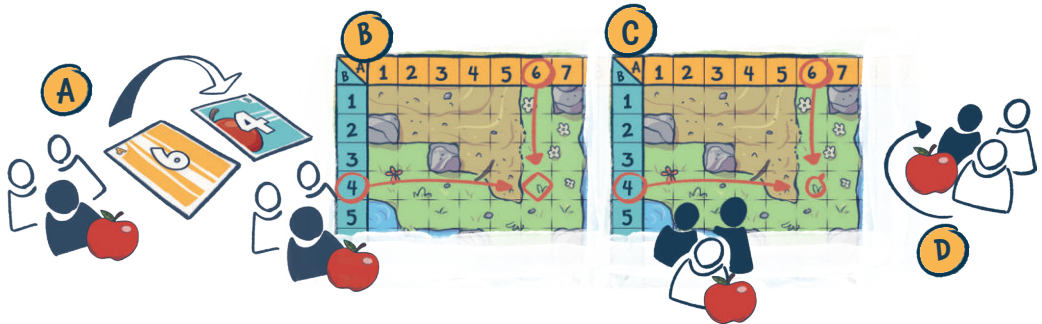
Example: Game setup for 3 players

ROUND STRUCTURE

First round

- A** The first player turns over the top apple card to show its "B" side, placing it to the right of the "A" stack to begin the "B" stack.
- B** The coordinates show the cave where the snake appears (starting point). The first player draws a cave  at these coordinates.
- C** The other players instead draw an apple  at the same coordinates.
- D** Pass the first player marker clockwise to the next player.
Repeat steps A-D until each player has drawn their cave.

The **cave** is the starting point from which each snake begins its journey. 



If the apple card coordinates show that the cave is in **water, ice, rock, foliage, quicksand** or an **immovable object**, the cave moves horizontally or vertically in any direction until it reaches another terrain type. Apples, however, are placed exactly where the apple card coordinates state, regardless of the terrain type.

Terrain types and objects can influence snakes' movement (see page 7).

Subsequent rounds

- E** The first player once again turns an apple card over to show the "B" side.
- F** Now all players draw an apple  at the coordinates shown.
- G** Each player moves their snake across the landscape for as many squares as the length of their snake (4 at the beginning of the game).
- H** Pass the first player marker clockwise to the next player.
Repeat steps E-H until the end of the game.

How to draw caves, snakes and apples, you will discover in the following chapters. 

Movement

Each snake begins their first movement at the cave. This is the starting point. Starting at the cave, a snake must move as many squares as its length at the beginning of the turn. At the beginning of the game, the snake length is 4.

A snake is drawn like this:



Snakes can move horizontally or vertically in all directions except the direction they came from. The terrain types a snake moves across can be relevant to its movement, or can become relevant when you gain certain abilities. The terrain types are explained in detail on page 7.



Growing

If a snake moves to or past an apple, it eats the apple and grows at the end of the turn. The snake grows by one field per apple eaten; this applies to all types of apple. When your snake eats an apple, circle the next number on your game sheet. Depending on the type of apple eaten, the circle to show the new snake length is drawn differently. This is important for the final scoring.



-  Fresh apples
Single circle
-  Rotten apples
Coloured in circle
-  Golden apple
Double circle



You will find out on page 5 and 6 how the three different types of apple come into the game and how to score them at the end of the game.

Example: New snake length of 5.

In the rare event that your snake grows longer than the maximum snake length printed, start again at 1 and circle the numbers an extra time.

Developing

If a snake grows and reaches a length of **7, 12, 18** or **23**, it gains a new ability at the end of the turn. If several snakes gain a new ability during the same turn, the players choose an ability in turn, starting at the first player and going clockwise.



- A** In turn, select a face-up ability from the display.
- B** Write the ability on your game sheet.
- C** Turn the selected ability card over.
- D** Turn over the ability card in the same row which was face-down. This means that the most recently selected ability is not available for selection by the following player.

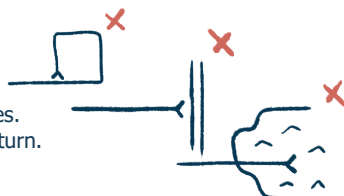


END OF PLAY

The game ends when the last-but-one player is eliminated. The remaining player finishes the current round. Apples which are collected in the round where a player is eliminated are not circled on the snake length section of the game sheet.

A player will be eliminated if:

- ... their snake bites itself or bumps into itself.
- ... their snake bumps into the edge of the board or immovable boundaries.
- ... their snake ends its turn on a terrain where it is not allowed to end a turn.
e.g. on water without the "Swimming" ability.



At the end of the game, total up your points (page 5). The player with the most points wins the game. If there is a tie, the player with the longer snake wins. If players are still tied, the player who was eliminated most recently wins. If there is still a tie, the tied players share the victory.

Scoring points

Points are scored from the following components and can vary depending on the game sheet used:

- A Your **snake length** at the end of the game.
- B **Plus** the number of **players eliminated before you x2**.
For two players, use the dark multiplier. When playing solo, this component is not scored.
- C **Plus** the number of **golden apples** eaten.
- D **Minus** the number of **rotten apples** eaten.
- E The **total** of all scored components.

32

A

+

8

x2

x3

B

+

3

C

-

5

D

=

38

E

Example: At the end of the game, Tom's snake is 32 squares long. Since 4 players were eliminated before him, he gets 4 x 2 points (8 points). During the game, Tom ate 3 golden apples and 5 rotten apples. Tom scores a total of 38 points.

GAME COMPONENTS IN DETAIL

Apple cards

The apple cards determine the location of the snake caves and of all apples which fall. The cards are double-sided and show the coordinate numbers of 1-16 on both sides.

The number on the "A" side shows the **column** on the game sheet.



The number on the "B" side shows the **row** on the game sheet.

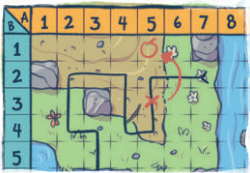
Some apple cards show half an apple. If two half apples are face up, an additional apple falls from the tree. If an additional apple should fall during the first round when players are determining the location of their caves, for the sake of fairness, no additional apples fall. When all the apple cards are used up, shuffle all the cards and restart the stack.



If an apple falls from a tree, draw an apple with one stalk 🍏. If an additional apple falls from a tree so that two apples are on the same square, draw an apple with two stalks 🍏🍏. The principle is simple: for every apple which lands on the same square, draw an extra stalk. For three apples, draw an apple with three stalks 🍏🍏🍏.

If an apple falls on a snake cave, on the snake itself or on an immovable object, the apple rolls in the direction of the closest edge of the board until it reaches an available square. If the apple rolls off the edge of the board, it falls out of the game and is not drawn. If two board edges are the same distance away, you may choose which edge the apple rolls towards.

Example: Joy turns over the apple card A5/B3. The apple falls onto the snake and rolls in the direction of the nearest edge of the board, i.e. upwards, until it reaches the next available square. The apple stops rolling on square A5/B1.



Types of apple

In Ssssnake, you will come across various types of apple. **Fresh apples** come into the game each round via apple cards. **Rotten apples** enter the game via the "Poison" ability. You can also find both of them on the "Fox trail" game sheet, but they are the same as those which enter the game via the apple cards. In addition, there are **golden apples** which are only to be found on the "Fjord" game sheet.

-  **Fresh apples** are delicious and are by far the most common.
-  **Rotten apples** are rarer and are more difficult to digest.
At the end of the game, each rotten apple eaten scores 1 minus point.
-  **Golden apples** are limited and very sought-after.
At the end of the game, each golden apple eaten scores 1 extra point.

Rotten apples always spoil other apples. If a rotten apple falls on a field where there are already one or more fresh apples (or vice versa), the fresh apples rot. Simply colour in the fresh apples and add an extra stalk.

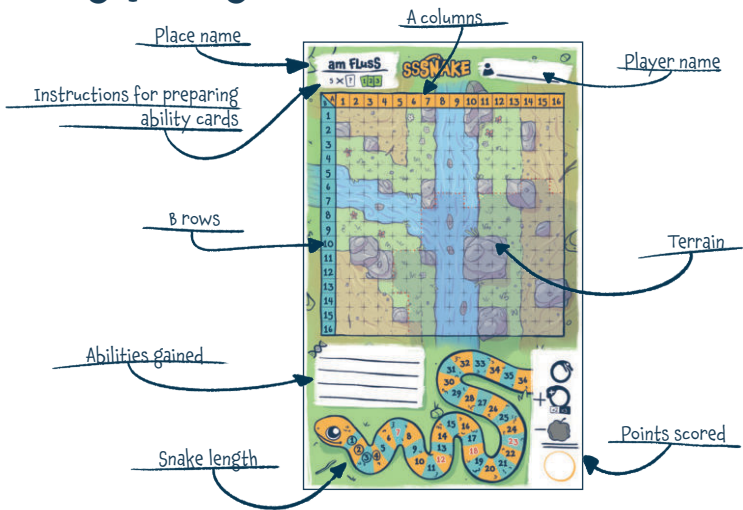
Example 1: A fresh apple falls on a rotten apple. Now there are two rotten apples on this square.



Example 2: A rotten apple falls on two fresh apples. Now there are three rotten apples on this square.



GAME SHEETS



In this game, there are four game sheet showing different locations. Each location is a new game experience with different terrains and challenges.

Am Fluss (means at the river)

A beautiful day to indulge in delicious apples in the shade of the trees by the babbling river. This location is characterised by its varied landscape and does not have any additional challenges.

Sahara

The burning sun is at its zenith. High in the sky, a falcon is circling, on the hunt for prey. Fresh, crunchy apples fall out of nowhere. It's time to eat – but for whom?

Falcon: If a snake crosses the falcon's line of shadow twice in one turn, the player is immediately eliminated.

Fjord

A delivery of heirloom golden apples has fallen from a ship in the fjord's harbour. Time to collect a stockpile for winter

Golden apples: If a snake eats a golden apple, all other players cross the apple out on their game sheets at the end of the turn. The snake which ate the golden apple grows by 1 as usual. Golden apples score an extra point at the end of the game. If several snakes eat the same golden apple in the same turn, the player with the first player token (or the next player in a clockwise direction) receives the apple. The other players are left empty-handed.

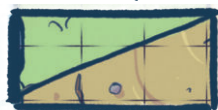
FoxTrail

Ripe apples, and some which are a little over-ripe, decorate the forest floor. Their deliciously sweet scent also attracts others with a sweet tooth. Just try not to attract attention.

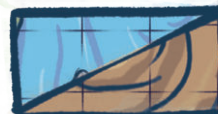
Fox: Snakes can only move across foliage when they are big enough. Anyone who moves on foliage before then is eliminated. The required snake length to move on the foliage terrain type is shown next to the paw symbol .

Caves which would land on the foliage terrain type are moved until they fall onto grassland terrain.

Terrain types



Snakes can move and end their movement on **grassland** and **sand** without any restrictions.



Snakes can move across **water** and **quicksand**, but cannot end their movement there.



Snakes cannot move across **rocks** and therefore also cannot end their movement there.



Snakes can move on **snow** without any restrictions. However, if a snake ends its movement on snow, it can only move half its length (rounded up) in the following turn.



Snakes can also move on **ice** without any restrictions. If a snake ends its movement on ice, it must move double its length in the following turn.

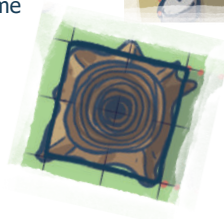
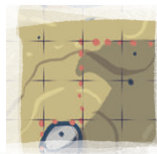


Snakes can only move or end their movement on **foliage** when they are big enough. The required snake length to move across the foliage terrain type is shown by the corresponding paw symbol .

Objects

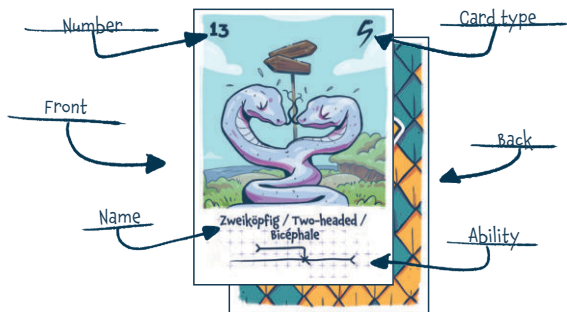
The **shadows** shown on the various game sheets do not count as a terrain type. They are outlined with a red dotted line. They do not have any effect on snakes unless abilities or challenges say so.

Immovable objects are objects on the game sheets which are similarly outlined with a thick line. For example, the trees or the fox on the "Fox Trail" game sheet.



ABILITY CARDS

As described in the “Developing” section, snakes which have eaten enough apples gain new abilities. You can select which ability is most useful based on your playing style, the game’s progress, the terrain and your fellow players.



When selecting an ability, pay attention to the following symbols:

- Permanent This ability can be used without limits until the end of the game.
- Single use This ability is carried out once immediately after selection. Players can select the ability multiple times.
- 3+ players These abilities are used only in games with three or more players. Remove these cards when playing alone or with two players.

If text on ability cards or game sheets contradicts the game rules, the text takes precedence over the game rules.



1 - Climbing

Snakes can move on squares of the rock terrain type and can also end their movement there.



2 - Swimming

Snakes can end their movement on squares of the water terrain type.



3 - Digging

When a snake ends its turn on a sand square, the new turn may begin on any other sand square. The new start point counts as part of the movement. Note that "Digging" cannot be used on quicksand.



4 - Diving

When a snake moves into water from another terrain type, the movement can be interrupted on the first water square and continued from any other water square.

If a snake vanishes into the sand with the "Digging" ability or into the water with the "Diving" ability, draw the entrance and exit like this:



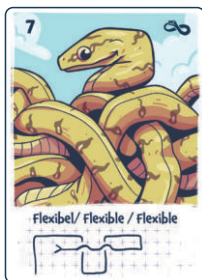
5 - Intelligent

Snakes can move past the edge of the board. Imagine the landscape as a ball. If a snake moves past the right-hand side of the board, it enters from the left-hand side of the board on the same row. The same applies for the top and bottom of the board.



6 - Tricky

When an apple card is turned over, you decide whether the apple on your game sheet appears at the coordinates shown or whether the coordinates are switched. For example, instead of appearing at A7/B11, the apple falls on A11/B7.



7 - Flexible

Snakes can jump over themselves. They can only jump one square at a time and always in a straight line. A snake can jump over itself multiple times in the same turn. The squares jumped over are not counted as part of the movement.



8 - Elastic

During their movement, snakes can move one square further or one square fewer per ability gained. If a snake gained "Elastic" as its third ability, it can move up to three squares further or three squares fewer each turn.



9 - Thieving

When a snake ends its movement on a square with an fresh apple, all other players cross out the apple(s) on this square on their game sheets. The crossed-out square can be passed through as if an apple had never been there. If an apple should later fall on this square, it will not be drawn.



10 - Poisonous

When you turn over an apple card, all players draw a rotten apple instead of a fresh one at the given coordinates. If a snake with the "Poisonous" ability eats a rotten apple, it counts as a fresh apple for that snake. Mark this accordingly on the snake length section of the game sheet.



11 - Winter stores

When a snake eats its third apple in a single turn, it may end its movement there or at any subsequent apple eaten. For example, at the fifth apple eaten in a single turn.



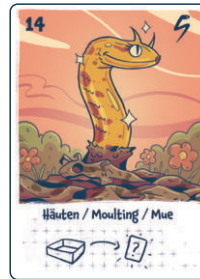
12 - Nocturnal

When a snake begins its turn on a square in the shade, you may use one of the face-up permanent abilities in the display for the entire turn, as if you had acquired the ability. Say the name of the ability you want to use out loud at the beginning of your turn. For example, if you use the "Swimming" ability, you may end your turn on a water square, even if it is not in the shade.



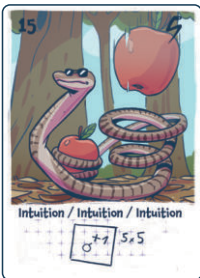
13 - Two-headed

When you gain the ability, draw an "X" anywhere along your snake's body. Starting from this square, the snake's path splits into two. When moving, the snake's length can be split across both parts as desired. The movements must be carried out one after the other. Both snake heads can lead to a player being eliminated.



14 - Moulting

Randomly select an ability card from those remaining in the box. Abilities which are not available **15** on the current game sheet also cannot be gained using the "Moulting" ability. Remove these cards and those you have already achieved through "Moulting" before selecting your card. Write the name of the ability next to "Moulting".



15 - Intuition

Draw a 5x5 square on the game sheet. From now on, if an apple falls in this square, an additional apple falls on the same square. If the "Intuition" ability is gained more than once, the squares drawn may overlap. In this case, the number of additional apples stack.



16 - Offspring

Select three squares and draw an egg on each of them. You may only select squares where your snake could currently move or end its movement. If you are eliminated, your next turn begins from one of the three drawn eggs, with the same snake length as before. Cross out the other two eggs. Squares with eggs placed on them may not be passed through. Apples which land on eggs roll off.

SOLO GAME

SSSnake can also be played alone. Play as usual, with the following changes:

- Remove all ability cards for 3+ players during setup.
- Keep the first player token, you are the first player in every round.
- The game only ends when you are eliminated.
- When scoring points, ignore the points for "Players eliminated before you"

Rank	Points
Sssuper!	35+
Impressive.	30+
Well played.	25+
Room for improvement.	20+
The main thing is to have fun.	<20

FRIENDSHIP MODE

In friendship mode, players who are eliminated may rejoin the game. For the next three apple cards turned over, they can choose to draw a cave instead of an apple. The usual rules for cave placement apply (page 3). If the player does not take any of their three opportunities to rejoin, they may not rejoin the game. If a player rejoins a game in progress, they colour in two circles on the snake length section of their game sheet as if they were rotten apples. This does not affect the snake's length. The snake continues with the same snake length as in the turn before the player was eliminated.

ACKNOWLEDGEMENTS

A big thank you goes to you. We are glad you picked Sssnake. We hope you enjoy the game as much as we do. If you would like to share your thoughts on the game, you are welcome to contact us at **hello@suncoregames.ch** – your opinion is important to us.

Of course, we would like to take this opportunity to thank our test players and helpers. We would like to express our special thanks for your valuable support to the following individuals: Astrina Haskaj, Kajetan Kirchner, Nico Schluchter, Sandra Trachsel, Simon Brack.

You can find current questions, updates and new game sheets for Sssnake at our homepage: **www.suncoregames.ch**

OTHER GAMES FROM SUNCOREGAMES



All-Star Draft is a fun card game for families, friends and ice hockey fans. Draft the best players as a manager for this year's All-Star Cup and win the fans' hearts on the ice.
Game info: 2-6 players, Age: 10+, Playing time: 45 minutes.



DiceWar is a luck-free tactical dice game about power struggles, epic battles and treacherous strategies in a fascinating fantasy world.
Game info: 2 players, Age: 12+, Playing time: 10-30 minutes.

ROUND OVERVIEW

First round



1. The first player turns over an apple card.
 - a. The first player draws a cave.
 - b. All other players draw an apple.
2. Pass the first player token clockwise.
3. Repeat steps 1 and 2 until all players have drawn their caves.

Subsequent rounds



1. The first player turns over an apple card and all players draw an apple.
2. All players move their snakes according to their snake's length.
3. Snakes grow if apples are eaten.
4. Snakes develop if they reach the appropriate length.
5. Pass the first player token clockwise.
6. Repeat steps 1-5 until the game ends.

Terrain types overview

Terrain type	Movement	Ending movement	Notes
	✓	✓	
	✓	✗	"Swimming" makes both possible.
	✓	✓	
	✓	✗	
	✗	✗	"Climbing" makes both possible.
	✓*	✓*	*Conditional on necessary size
	✓	✓	Movement in following turn with halved range (rounded up).
	✓	✓	Movement in following turn with doubled range.



Ssssnake is the world's first NET POSITIV board game, meaning it is better than climate-neutral! In other words, we plant more trees than we use.



With sustainable production according to German quality standards, we shorten transport distances and look after the climate.



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