



Contents

100 cards, 8 control markers, rules.

Objective

To play snakes and letters to make and claim words.

Setup

Each player takes all of the control markers of one color. Shuffle all of the cards together and deal 7 cards to each player. Place the remaining cards face down to form the draw deck then decide who will take the first turn.

Note: Players should agree on a dictionary or other authoritative word list to determine which words are acceptable. Usually the following types of words are not accepted: pronouns, words containing punctuation (hyphens, apostrophes, etc.), abbreviations.

Note: When referring to "letters" below, the "Qu" cards count as a single letter.

Play

When it is your turn, do the following in order:

1. Claim any words you control. Collect all of the cards that make up the words and place them in your scoring pile. Retrieve your control markers.
2. Make a word (see below). Place a marker of your color next to the word to show that you control it.

OR

Pass. If you pass and there are no cards left in the draw deck, the game is over for you. Keep the cards in your hand for end game scoring.

OR

Discard cards from your hand. These cards are removed from the game. You may only discard as many cards as there are left in the draw deck (remember this

if discarding close to the end of the game). If no cards remain in the draw deck and you do not make a word, you must pass.

3. Modify a word (see below). You may only modify an additional word if you made a word this turn, but it may not be the word you just made. Replace the existing marker for any modified words with your own to show that you control it.
4. Replenish your hand from the draw deck back up to 7 cards. If the draw deck is exhausted, draw as many cards as possible.



On the top line the red player has made the word "SNAKE", using the vowel snake as an "A". On the middle line the blue player has replaced the "N" with "Qu" and "K" with "R" to make "SQUARE", gaining control of the word. On the bottom line the green player has replaced the "Qu" with a consonant snake representing "C", and is now using the vowel snake as an "O", making the word "SCORE". If they still control the word at the start of their next turn, they will be able to claim it for scoring at the end of the game.

Snakes

Snakes are like wild cards. When played, consonant snakes can represent any consonant (including "Qu") and vowel snakes can represent any vowel.

Making a Word

Words can be made up of both snakes and letters. Words must be at least 3 cards long. You cannot duplicate a word already present.

Modifying a Word

Play one or more cards to an existing word to make a new word. The cards may be played on top of existing letters, or extend the word at the beginning or end, or any combination of the above. You may not replace every card in the existing word, or pluralise a word by simply adding an "S". Cards cannot be played on top of snakes, but the letter a snake represents can be changed to another valid letter depending on the type of snake.

Challenges

If a player believes the word made by another player is not acceptable, they may challenge the word and refer to the authoritative word list. If the word is not valid, the offending player must recover any cards and markers they played, returning any affected words to their previous state, and then may continue their turn. They may play or modify another word if they wish. A challenge should be made by the end of the player's turn.

Ending the Game

The game ends when all players have passed. Proceed to scoring.

End Game Scoring

Players score points for cards in their scoring pile and in their hand. Cards score as follows:

- 1 or 2 points per letter in their scoring pile
- -1 point per letter in their hand
- 0 points per snake in their scoring pile
- 2 points per snake in their hand

The player with the most points wins.

Letter Distribution	
2	F, J (2 points), K, Qu (2 points), V, W, X (2 points), Z (2 points)
3	B, C, G, R, Y
4	D, H, L, M, N, P, S, U
5	I, O
6	A, T
7	E

There are 4 consonant snakes and 4 vowel snakes.

Designed by Tom Harvey

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