

# 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 <input checked="" type="checkbox"/>	3 SNAKE DICE 1 <input type="checkbox"/>	4 SNAKE DICE 2 <input type="checkbox"/>	5 SNAKE DICE 2 <input type="checkbox"/>	6 SNAKE DICE 3 <input type="checkbox"/>
Flip Die	0 <input checked="" type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>
Free Unlock	0 <input checked="" type="checkbox"/>	0 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>
Ignore Die	1 <input checked="" type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>

One-time Actions		
Portal	Jump	Unlock
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

The following actions only become available using the special bonus:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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



V1.1



# 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.

# 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 3<sub>VP</sub> bonus if not used by game end. *Note: These locked dice still cause new Blockades to be created!*

## Game End & Scoring:

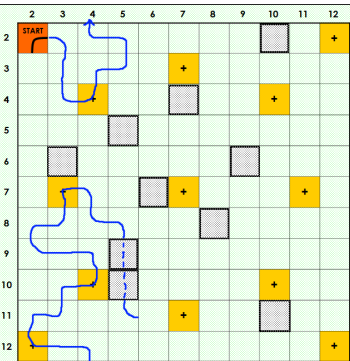
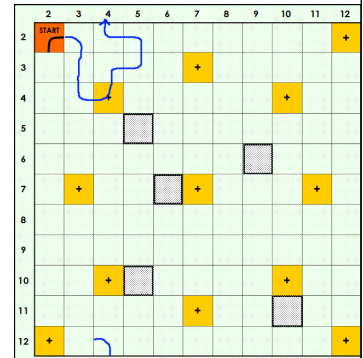
When you crash into yourself or a blockade and have no Jumps left, or crash into a wall and have no Portals left, the game is over! Calculate your score using the scoring table on the game sheet. Your score is a combination of: # power-up squares passed through × 5, + # unused one-time actions × 3, + # 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:

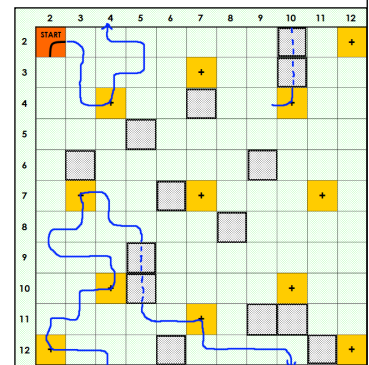
After 6 turns (with 3 dice, having activated the Level 1 re-roll power-up after moving through their first power-up square), the player was a bit stuck, at square [5,2]. They couldn't get out! They rolled a 'forward', a 'left turn' and a 'locked' face. Hoping for a 'right-turn' or 'left or right' to 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.



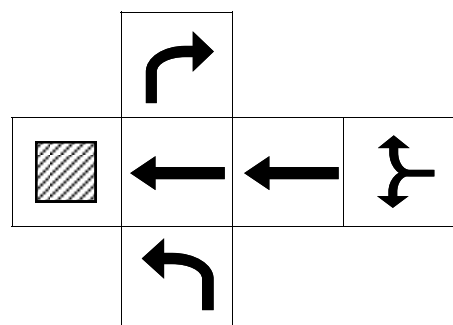
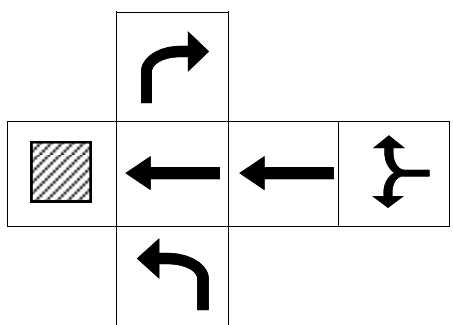
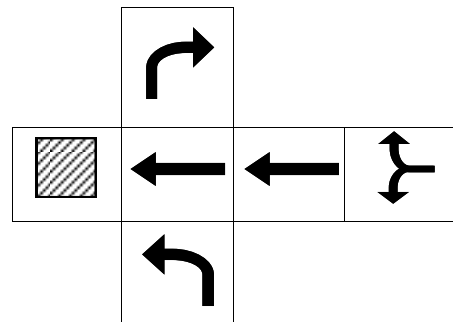
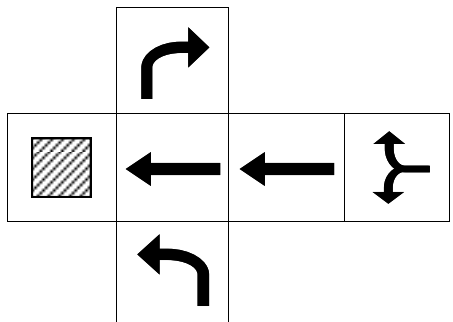
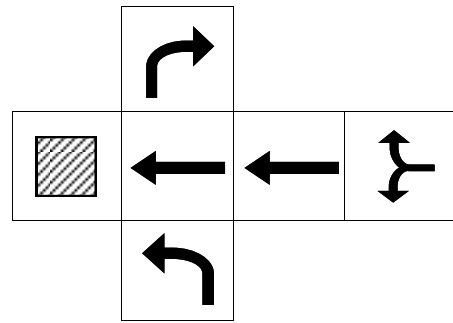
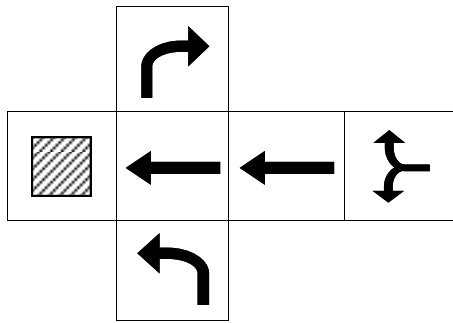
## Jump AND Portal Example:

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					
					
↑	↑	↶	↷	↶↷	
Forward	Forward	Left	Right	Left or Right	LOCKED!

# SNAKEY DICE

## DICE FACES STICKER SHEET



# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 minutes | Ages 8+

## SNAKEY DICE - THE ORIGINAL

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



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# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 minutes | Ages 8+

## SNAKEY DICE - PINWHEEL

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





V2.0




# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 minutes | Ages 8+

## SNAKEY DICE – DIY!

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



V2.0



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# SNAKEY DICE - HERE FISHY, FISHY

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
3	START															START
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																
17																
18	START															START





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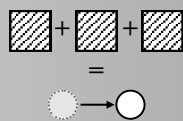


# SNAKEY DICE - DIY SUPER-SIZED

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
3	START															START
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																
17																
18	START															START



V2.0





# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 minutes | Ages 8+



Player Name: \_\_\_\_\_

Power-Ups	Start Level	Level 1	Level 2	Level 3	Level 4	First Player to reach Level 4
Re-roll Unlocked Dice	1 <input checked="" type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	<input type="checkbox"/>
Flip Dice	0 <input checked="" type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	<input type="checkbox"/>
Ignore Dice	1 <input checked="" type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	<input type="checkbox"/>
Unlock Dice	0 <input checked="" type="checkbox"/>	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	<input type="checkbox"/>

One-time Actions				Scoring	Count	Multiplier	Total 
Portal	Tunnel	Re-roll	Unlock				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# of Power-ups you ate <small>(count # power-ups you ticked above)</small>	?	× 1	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Unused one-time actions <small>(including enabled &amp; unused Special Bonuses)</small>	?	× 2	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Power-ups tracks @ Level 4	?	× 5	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Squares you visited	?	× 1	= ?
The following actions only become available using the special bonus action:				"Last Player Standing" bonus	?	× 10	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First-to-Level-4 bonuses	?	× 5	= ?
<b>Grand Total</b> 							Σ ?

Player Name: \_\_\_\_\_

Power-Ups	Start Level	Level 1	Level 2	Level 3	Level 4	First Player to reach Level 4
Re-roll Unlocked Dice	1 <input checked="" type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	<input type="checkbox"/>
Flip Dice	0 <input checked="" type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	<input type="checkbox"/>
Ignore Dice	1 <input checked="" type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	<input type="checkbox"/>
Unlock Dice	0 <input checked="" type="checkbox"/>	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	<input type="checkbox"/>

One-time Actions				Scoring	Count	Multiplier	Total 
Portal	Tunnel	Re-roll	Unlock				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# of Power-ups you ate <small>(count # power-ups you ticked above)</small>	?	× 1	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Unused one-time actions <small>(including enabled &amp; unused Special Bonuses)</small>	?	× 2	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Power-ups tracks @ Level 4	?	× 5	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Squares you visited	?	× 1	= ?
The following actions only become available using the special bonus action:				"Last Player Standing" bonus	?	× 10	= ?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First-to-Level-4 bonuses	?	× 5	= ?
<b>Grand Total</b> 							Σ ?

# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 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. But look out for other snakes who will be getting in your way!

## Components:


- A printout of one of the game sheets in this file, and enough score sheets for one per player;
- A different coloured pencil/pen per player;
- 6× 6-sided snake dice (optionally have 6 per player, each of a different colour);
- 2× (or 3× for the larger board) standard 6-sided dice (with face values 1 through 6).


## Setup:

- If not using the basic game-sheet, create an initial **6** blockades & **6** powerups (or 12 of each on the larger board). These are created like this:
  - Roll the 2 (or 3) standard dice, sum the result. This is the column index (numbers across the top).
  - Roll the 2 (or 3) standard dice again, sum the result. This is the row index (numbers down left-hand side).
  - Cross out (for blockade) or add a Plus (for powerup) in the square at the column & row rolled. If the square referenced is already a blockade/power-up, or is on or adjacent to a Start square, re-roll for a new location.
- Decide on a starting player, who takes 2 snake dice (everyone's starting # of dice).
- Each player chooses a Start square, and will make their first move from that square.


## Game Play:


### Roll

 On your 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 an **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* the rolled snake dice to move your snake, and/or add blockades if any dice are 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), that die makes you create **2 new blockades** (see Creating Blockades & Powerups section below).


### Colliding (with wall/blockade/yourself/another snake)

 If your snake ends up right next to a wall, a blockade, or part of your own or another player's trail, you will die unless you have some spare *Portal* or *Tunnel* actions left. If you *do* have some left, you can use some to:


- **Portal** out through one wall and come in through the opposite wall in the same column/row;
- **Tunnel** under one or more blockaded/trail-containing squares (in a straight line, always landing ready to enter the next empty square). This may be done at the start or end of a turn, or mid-turn if required, and doesn't count as using a snake die's movement action.

Note: You may use as many one-time actions on a turn as you like (that you still have available!)

### Power-ups

 If you land on or pass over a power-up square, you must create **1 new power-up** (see below), then choose one **power-up track** on your score sheet to level up: **Re-roll**, **Flip Die**, **Ignore Die**, or **Unlock 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, from your next turn onward [note: this is not optional, you *must* now roll that many!].

### Creating Blockades & Power-ups

 If you have to create blockades or power-ups: Roll the 2 (or 3) standard dice, as during setup, to select a new square, and either cross it out (blockade) or write a "+" in it (powerup); if that square is already occupied by an existing blockade/power-up or a snake's trail, skip this blockade's/powerup's creation; move on to the next (if any left to create).

# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 minutes | Ages 8+

## Special Bonus: Rolling 3+ Locked Dice Faces

If you roll & keep die faces on 3 of your dice on a turn, you **do not** need to draw any blockades for these 3 dice; instead, you get to 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 “unused powerups” bonus points if not used by game end).

## Player Elimination

When a player crashes into a blockade, a wall or another snake, and has no Tunnels or Portals left, they are eliminated from the game! They may calculate their score using the scoring table on the game sheet, while the remaining players continue to play.

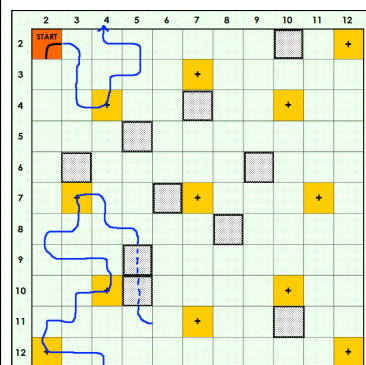
## Game End & Scoring

Once there is only one player left playing, that player must take one final turn, then calculate their own score, also gaining the **Last Player Standing** bonus. If the game ends due to all squares being filled up instead, **all** players still playing gain the *Last Player Standing* bonus. The player with the highest total score is the winner!

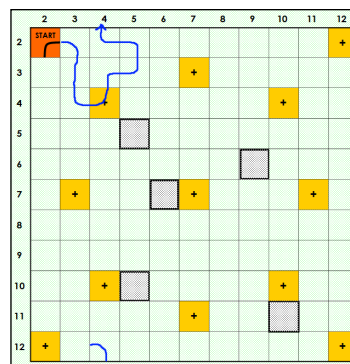
## Special Movement Examples (based on solo play)

### Portal Example (see right):

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.



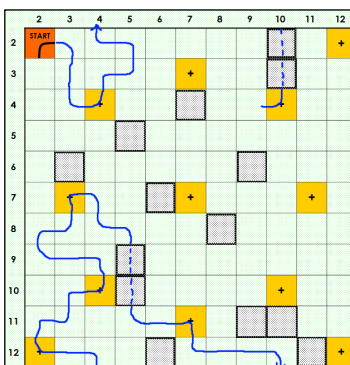
They use the left turn movement in [4,12], and must now roll for a new blockade.



### Tunnel Example (see left):

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

Note that you can also tunnel under a snake's trail. This happens in exactly the same way as tunnelling under a blockade.



### Tunnel AND Portal Example (see right):

You can, if required, use a Tunnel 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 Tunnel action to tunnel under that square and [10,3] (landing right onto a power-up square in [10,4]), to then continue moving.

## Powerups Explained:

- **Re-roll Unlocked Dice:** You may re-roll all *unlocked* dice as many times as your highest Re-roll level allows.
- **Flip Dice:** You may flip as many dice to their opposite sides as your highest Flip Dice level allows.
- **Ignore Dice:** You may choose to ignore (not use for movement or barricade) as many dice as your highest Ignore level allows. This is done *after* finishing manipulations with re-rolls and flips.
- **Unlock Dice:** You may unlock as many blockade-face-showing dice as your highest Unlock level allows.
- **Level 4 Finish Bonus:** The first player to reach level 4 of each specific powerup track ticks the box in the respective row to note that they completed that track first. Reaching level 4 of a track first gains that player an extra bonus at the end of the game.

# SNAKEY DICE

A dice game of snaking around, for 2-4 Players | 20-30 minutes | Ages 8+

