



SUPER SNAILS



Fast action at a snail's pace

An exciting competition

by Tanja Malinowski & Marcus Meigel

The super snails prove that even at a snail's pace you can achieve great things. With a little strategy, some luck, and buckets of fun, they make their slimy way towards the finish line.

CONTENTS



16 path cards



4 dice with 4 different food symbols and 2 slime symbols each



20 slime cards
in 4 sets of 5 cards each

5 stands

1 rulebook



1 Start Marker



4 super snails
in 4 colors



AIM OF THE GAME

Your goal is to be the first to reach or crawl across the finish line with your super snail, using a little luck with the dice and a good sense of how to predict the dice results of the other players!

SETUP

- Before the first game, carefully press the super snails and the start marker out of the punch boards and insert them into the stands.
- Select the start and finish cards from the 16 path cards and shuffle the remaining path cards. Place the **start** card face up in the middle of the table and make a circle of cards with the 14 shuffled path cards face up. Finish the circled path with the finish card.



- Take **1 set of slime cards** and 1 super snail of the same color. Place your super snail on the start card and place the slime cards face down in front of you.
- The player who likes to run the most takes **the start marker** and the **4 dice**.

HOW TO PLAY

The player with the start marker begins. After that, play proceeds clockwise. Perform the following actions in order:

1. ROLL THE DICE

When it is **your** turn, roll all 4 dice. You want to roll the superfood shown on the path card where your super snail is currently standing as often as possible. The slime symbol 🍌 counts as a wild card.

EXAMPLE

Your super snail is on a path card with an 🍌. You therefore want to roll the 🍌 or 🍌 as often as possible. Your roll results are 1x 🍌, 1x 🍌, 2x 🍌.



2. SUBMIT TIP

All other players now try to guess how many 🟢 you will have rolled in total after rerolling any number of dice (see point 3, REROLLING). They select the slime card with the corresponding number from their set and place it face down in front of them.

EXAMPLE CONTINUED

Finn believes that after re-rolling, you will have rolled 🟢 exactly once and therefore places his slime card with the number 1 face down in front of him. Emma and Matteo also make a guess: Emma chooses the slime card with the number zero and Matteo chooses the slime card with the number 2.

3. REROLLING

Now **you** may re-roll as many dice as you wish. It could be all 4 dice, or none at all.

EXAMPLE CONTINUED

You decide to roll the 🟠 dice and the two 🟤 dice again. Your final roll is: 2x 🟡, 1x 🟠, and 1x 🟢.

TIP

Sometimes it can be smart to re-roll a die that shows 🟢. This makes it harder for the others to guess correctly!



4. MOVE YOUR SUPER SNAILS

After re-rolling the dice, you move your super snail forward on the path first. Move as many cards as you rolled the super food shown on the path card where your snail currently stands, plus the number of dice showing



EXAMPLE CONTINUED

You may move your super snail forward 3 cards for the 2 🍊 and 1 🟢.

After that, **everyone else** reveals their chosen slime cards. If the number on the card matches the number of 🟢 rolled, the respective player moves their super snail forward by the corresponding number of path cards.

EXAMPLE CONTINUED

Finn guessed 1 🟢 correctly and therefore moves his super snail forward by 1 card. Emma and Matteo guessed incorrectly and are not allowed to move their super snails.

IMPORTANT

If no 🟢 is rolled and someone rolls a 0, that person may even move their super snail forward by **4 path cards!**

Then it is the next player's turn in clockwise order to roll all 4 dice, etc.



NOTE

As a beginner's variant, you can also play the game without slime cards. Then it's simply a matter of rolling the dice to get the right food or slime and crawling across the finish line as quickly as possible.

END OF THE GAME



After a super snail reaches or crosses the finish card on the circled path, the remaining players up to the player with the start marker get one final turn. This means that everyone has played the same number of turns and the game ends. The person whose super snail is in the lead wins! In the event of a tie, all players involved in the tie share the victory.

Illustration and Layout: Olivier Fagnère

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