

TACTRICS

VORTEX



SNAKES RED
BLUE

#11^A

#11 SNAKES

GAME OBJECTIVE

Try and finish with as many pieces (heads and tails) connected with each other or with the side of the board. Possible finish as shown (figure 4).

PREPARATION

Place the pieces on the board, with regard on the right number of players (2 to 4), as shown in figure 1 to 3. You could try other starting positions or a different number of pieces if you like, as long as they are placed symmetrical.

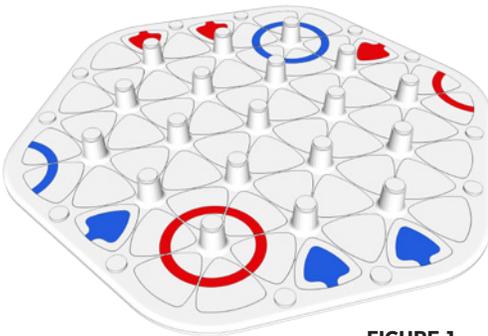


FIGURE 1

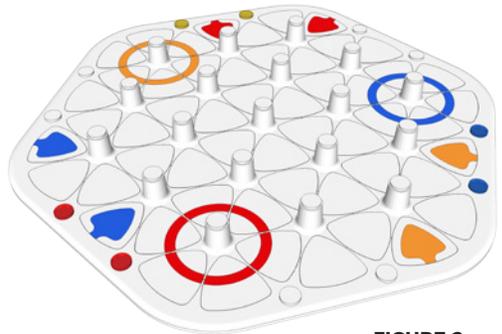


FIGURE 2

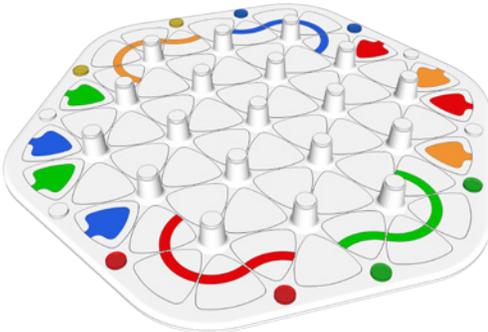


FIGURE 3

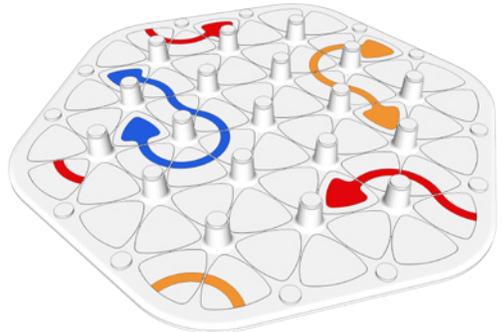


FIGURE 4

THE GAME

The rules are basically the same as the ones for Crossing, the same goes for the starting sequence. You are able to turn when you have, or are tied for, a majority around a tower. The heads however count as two, the tails only as one. So one head equals two tails.

When a number of heads and tails are correctly connected and are locked by two heads, or by one head and the side of the board, or even only by tails connected to the side of the board at both ends, such a string (or parts of it) cannot be moved other than by the player himself.

By finishing first you get a bonus of 5 points, or even 10 when all ends connect. The second one to finish gets a bonus of 2 or 5 points and the third one can only score an additional 2 points when all ends connect. The fourth doesn't get any bonuses. When a string is locked by two heads each piece counts for two points. When a string has only one head and touches the side of the board each piece counts for one point. A string of tails touching the side of the board on both ends may help you to collect a higher finish bonus but has no value in itself.

In the example shown in figure 4, red finishes first and gets 5 points for this. He failed to connect all pieces so 7 one-headed pieces equals 7 points, in total red scores 12 points. Yellow finishes second and succeeds in connecting all pieces, six of them two-headed, his score therefor is 5 + 12 equals 17 points. Blue finishes last but succeeds also in connecting all pieces, his score is 2 + 16 equals 18 points.

END OF THE GAME

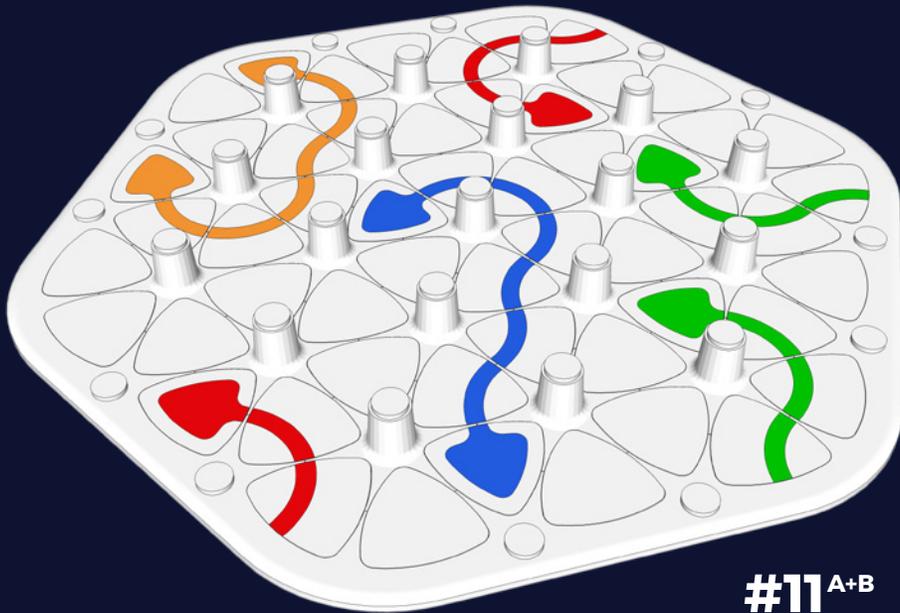
A player can call his game finished at any time. When it's a two-player game the other player has two turns left, each consisting of four actions. When it's a three or four player game all players have a maximum of two turns to go. When however one of the remaining players finishes directly or in the next turn as well, the remaining players have to finish in the turn directly following.

SNAKES AS A PUZZLE

Place from each of the 4 colours 2 heads and 6 tails randomly on the board and try to finish in a way that all snakes either are two-headed or one-headed and touching the side of the board (figure on the back). If this is getting to easy then increase the number of heads and tales, you have to be a genius to finish with all the available pieces...!

WHAT'S MORE...

Please feel free to improvise, there are many possible starts and finishes!



#11^{A+B}

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