TACTRICS





SNAKES BEDE



#11 SNAKES

GOAL

The goal of the game is to collect as many points as possible by making snakes. Image 4 shows a possible finish. For further explanation, please refer to 'THE GAME'.

PREPARATION

Place all the pieces on the board, taking the number of players (2 to 4) into account. See, for example, images 1 to 3. As long as the starting position and the number of pieces are the same for all players, you can vary as much as you like.



THE GAME

The rules of the game are basically the same as those of 'Crossing'. This also applies to the starting sequence. You can only rotate a tower if you have a majority around this tower, or have at least an equal amount. However, in 'Snakes' a head is worth 2 points, while a tail is worth 1 point.

The goal of the game is to collect as many points as possible by making snakes. One can make a snake in three different ways: a snake with (1) the tail between two heads, (2) the tail between one head and the edge of the board, or (3) the tail with both sides verging on the edge of the board. After a player makes a snake this way, the snake, or a part of it, can only be moved by the player him or herself. The snake will then be 'locked'. That means that a single head connected to the edge is also locked.

At the end of the game, all points are added up. Only the snakes as described above count. A snake with two heads gives 2 points per piece. A snake with one head gives 1 point per piece. A snake without a head has no value itself but can help earn the contact bonus. This 3-point contact bonus is earned when all pieces are part of one snake (meaning there are no loose ends). In addition, you can also earn a finish bonus of 3, 2 or 1 points. See also: 'END OF THE GAME'.

END OF THE GAME

Each player can 'call a finish' during his turn, as long as he or she has a 4-piece snake. The first player to do so will receive 3 bonus points. The remaining players will then have a maximum of 2 turns, with 4 moves each, to gain as many points as possible. However, these players can also decide to only use 1 turn with 4 moves, in order to call a finish bonus (2 and 1 points for the second and third finisher respectively). The 4-piece requirement no longer applies.

In the example shown in image 4, the red player finishes first and therefore earns a 3-point finish bonus. Since not all pieces are part of a snake, he will not receive a contact bonus. The one-headed snake consists of 7 pieces, meaning it's worth 7 points. The red player receives a total of 3 + 0 + 7 = 10 points. Yellow finishes second in the following turn, with all pieces connected. He therefore earns a 2-point finish bonus and a 3-point contact bonus. Yellow earns 12 points for the two-headed snake with six pieces. The total score amounts to 2 + 3 + 12 = 17 points. Blue finishes third and has also managed to connect all pieces, albeit in two turns. His score is 0 + 3 + 16 = 19 points.

SNAKES AS A PUZZLE

Place 2 heads and 6 tails of each of the 4 colours on the board, and try to finish in such a way that all snakes have either two heads or one head, with the other side verging on the edge of the board. (see image on the back). If this becomes too easy, then play with more heads and tails. However, you'd have to be a genius to finish with all the available pieces!

WHAT'S MORE...

Please feel free to improvise, there are many more puzzles and challenges!





SUBSCRIBE TO OUR NEWSLETTER AND FOLLOW US ON FACEBOOK!

WWW.FACEBOOK.COM/TACTRICS

TACTRICS www.tactrics.com

