

# Snail Sprint



A magnetic snail race for 2 to 4 players between 5 and 99 years old.

ENGLISH

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**Editorial staff:** Kristin Dittmann  
**Length of game:** approx. 15 minutes



## Game idea

Six colorful snails are in the starting blocks in Mrs. Meyer's garden. The race for the best places can begin. On your mark, get set, go! But what's that? Sebastian Schneck is simply creeping over his competitors. Gloria Glibber is taking advantage of the situation and slips past them to take the lead.

The player who manages to get their snail to the winners' podium receives the most points and wins the game.

## Game set-up



## Before the first game

Glue a magnetic foil under each snail. It is important for the magnetic film to be pressed down firmly. Please have an adult help you.



## Preparation

Decide on one side of the game board (A = beginner, B = pro) and place the game board in the middle of the table. Place the base of the tin in the open space on the game board. The order of the spaces on the tin is random. Lay the podium at the bottom of the base of the tin. Place all the snails on the starting space and get the dice ready.

Shuffle the race cards and deal a card face-down to each player. Look at your race card and make sure that no one else can see it.

The race cards show you which snails you must get to the finish. Try to move these snails as far forward as possible because only when they land on the podium will you receive points.

## How to play

Look at the snails carefully. A symbol is located on each of the snail shells. You will also find the symbols of the six snails on both dice.

Also keep an eye on the game board and the base of the tin. This is where the path for the snails is located. One or more snail symbols exist on each path space.

Play in a clockwise direction. The player who last held a snail in their hand may begin and roll both dice. One die displays which snail is moved and the other shows where the snail is moved to.

### What did you roll?

- **Two of the same symbols:** Place the snail with this symbol on the next space of the track with the same symbol. It doesn't matter whether other symbols are depicted on this space.

Example: 

Hanna rolled two stars. She places the yellow star snail on the next space with a star.



- **Two different symbols:** Select a snail with one of the symbols and move this snail to the next space of the other symbol rolled.

Example: 

Tom rolled a triangle and a flower. He decides on the purple flower snail and places it on the next space with a triangle.



### Warning, snail pile-up!

- If a snail is already on a path space, the symbols on the path space are now blocked. Instead now the snail's symbol is now what matters. If a player has rolled this symbol, they place their snail on the snail with the symbol that had been rolled. (Snail towers with more than two snails can result).

**Example:**  

Laura rolled a circle and a cloverleaf. She places the pink circle snail on the green cloverleaf snail because there is no space with a cloverleaf between both snails.



- If a snail is under another snail, it is blocked and cannot be played. If a player rolls the symbol of this snail, the player must place the snail with the other rolled symbol on the next matching space. If no snail can be placed with the symbols shown on the dice, the last (free) snail is placed one space forward.

- The path continues from the board up the side of the tin! The gravity on the vertical tin wall is simply too strong to place a snail on the shell of another snail. The snails gather momentum and crawl over their opponents and proceed to the next space that shows what was rolled on the dice.

**Example:**  

Kai rolled a star and a flower. With the yellow star snail, he jumps over the purple snail and places the star snail on the next space with the flower symbol.



### Podium

If there is no matching symbol between a snail and the finish, the snail is placed on the podium.

The first snail gets the first podium place, the second the second place, and the third the third place.

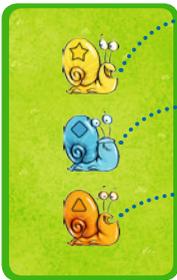
If both snails with the symbols rolled are already at the finish, the last (free) snail is placed one space forward.

## End of the game

The game ends when all three podium places are occupied.  
Now the awarding of points begins.

Turn over your race cards and see which of the depicted snails has made it to the podium.  
If the snail in first place is on your card you are awarded 3 points, second snail is 2 points, third is one point. Add your points together. The player with the most points wins the game.  
There can be multiple winners in the event of a tie.

### Example



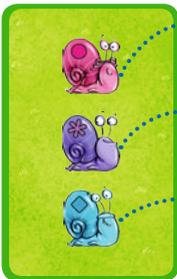
= 0 points

= 3 points

= 0 points

#### Hanna's race card

Hanna gets 3 points for the blue snail.  
For the yellow and orange snail,  
Hanna unfortunately gets no points.



= 2 points

= 0 points

= 3 points

#### Tom's race card

Tom gets 2 points for the pink snail.  
For the purple snail, he unfortunately gets no points  
and for the blue snail 3 points.

Hanna has a total of 3 points and Tom has 5 points.  
This means that Tom wins the snail race.

# Escargots... Prêts ? Partez !

Une course rigolote d'escargots aimantés pour 2 à 4 joueurs de 5 à 99 ans.

**Auteurs :** Wilfried et Marie Fort

**Illustration :** Gabriela Silveira

**Rédaction :** Kristin Dittmann

**Durée du jeu :** env. 15 minutes



## Idée

Dans le potager de Wilfried et Marie, six escargots multicolores sont dans les starting-blocks. La course va bientôt commencer et tous veulent atteindre le podium. À vos marques, prêts, partez ! Mais que se passe-t-il ? Esteban l'escargot qui rampait à toute allure et distançait ses adversaires, vient de se faire doubler par Gloria qui réussit à atteindre le podium ! Le joueur dont les escargots accèdent au podium des vainqueurs, obtient le plus de points et remporte la partie.

FRANÇAIS

## Construction de jeu



## Avant de jouer pour la première fois

Collez un film aimanté sous chaque escargot. Ce faisant, il est important de bien appuyer sur le film aimanté. Demandez à un adulte de vous aider.

