



SNAKE DICE is a simple challenge to see how you can wrap a lucky snake of dice through the jungle for as high a score as you can manage. The game ends in one of 3 ways. When you are unable to place your fourth dice, when you have rolled too many 6s or when you have managed to fill the scoring area.



HOW TO PLAY: Each turn you will roll 5 dice and reroll any number of those dice up to 2 more times. Any 6s that come up get immediately marked as an X on the timer track to the right. If this track reaches the end the game ends after that turn.

After your final roll you must snake your dice through the scoring grid. Each dice must touch another side to side. Mark the value of each die in the box you place it. If there are dice you can not place on your turn mark the total value in the "missed dice" column to the right. Missing 3 turns in a row will end the game. The dice you place do not have to match the row number but they will not count in that row for scoring if they don't.

The shaded column on the right of the scoring grid does not score and has no penalties so it can be used to snake your dice with incorrect numbers.

SCORING

EACH # 1 PT
 FULL ROW 10 PT
 3 MATCHED # 5 PT

At the end of the game you will score 1 pt for each correct number in a row and a bonus 10 pts for each row with 5 correct numbers in the scoring area. You will also score 5 pts for each set of 3 matching numbers in a column regardless of what row they may be in. You will then subtract any negative points you incurred for your final score.

VARIATIONS: - To play a harder game start the time track at HRD (Hard) or CRZY (Harder) this will mean the game can end very quickly if you start rolling 6s.
 - For a more leisurely game you can play that you only mark your 6s after the third roll of your turn instead of everytime they come up.

Questions or comments please email me: eastcoastmeeples@gmail.com