



Oldest player in the group deals the cards out. That person shuffles the whole pack and deals out 3 cards to each player face down. Then places a card in the centre of the table. The rest of the deck goes to the side, "Card pack."

If needed 7 cards can be placed faced down at the side to indicate the play area. Middle card parallel to the centre played card placed by the dealer.

Now time for the other player to place a card down that matches up with colour and numerically with the already placed card, placing it at the side. Then replenish their hand with another card from the "card pack." If the player doesn't have a card with matching number then they will need to pick up another card to their hand, ending their turn.

For example:





Matching numbers

4 and 4

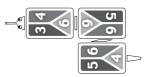
Note new cards placed down must be place next to the head of the snake, which in turn becomes the new head. No cards can be placed on top of existing cards.

Now its the dealers turn again to place a card down. If a 3rd card is placed down, then the 3 card snake is formed. From now on the last placed card onto the Snake is the head of the snake and it's tail card will be removed every time a new head card is added.

The goal of the game it to get the snake to travel towards your opponent and off the play area.

Also note that even if you have a card to play, if it's not in your favour you could skip placing the card and take another into your hand from the "Card pack."

You have tried the 7 card play area, now try the 5 or 9 card play area.



123 Reveal Snaky Layout

















Play area





Start card Placed by dealer



f snake goes over this line its

game over for this player.





For more rules go to www.keycreations.co.uk