

# Snaketrail

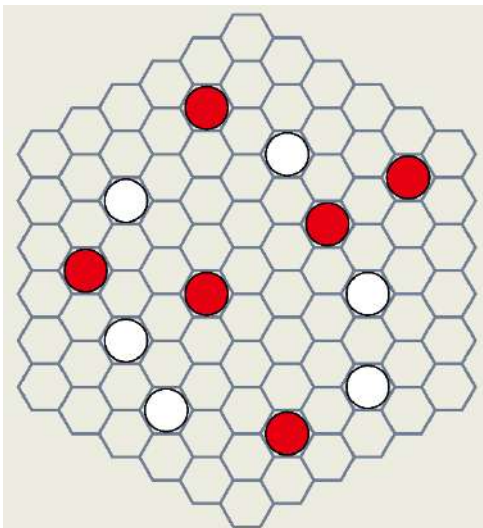
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Snaketrail** is a game in which you try to create a loop using shared pieces. Adding pieces always touches the last piece placed by the opponent, and the objective is to place more pieces of your color in the loop. It is inspired by Bill Taylor's Slimetrail and Don Green's Snailtrail both having similar placement rules.

## SETUP

Use a hexagonal board of 5 or 6 hexes per side. Assign a player to set up in an appropriate manner. This player places an arbitrary number of white and red pieces in equal numbers on the board randomly, with none of the pieces touching any other piece or the board edge.

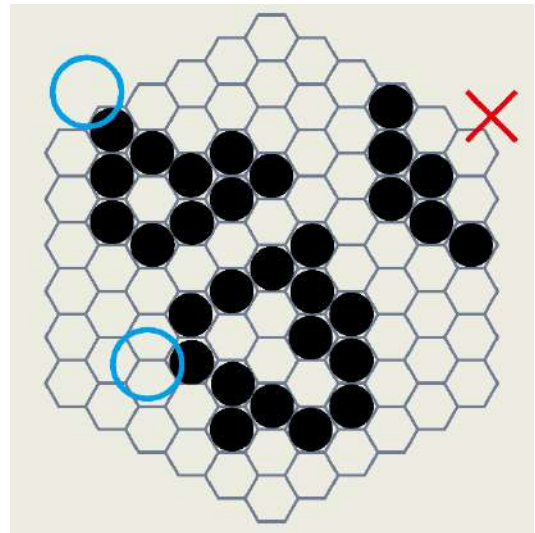


(Fig.1) Example setup with a board of 6 hexes per side

The player who did not make the setup decides whether to take the first move or to decide which color he/she will use, white or red. If he/she takes the first move, the other player decides which color he/she will use.

## DEFINITION

A loop is defined as multiple uninterrupted pieces of the same color on the board that completely enclose at least one other colored piece or empty cell. Board edges are not considered part of a loop.



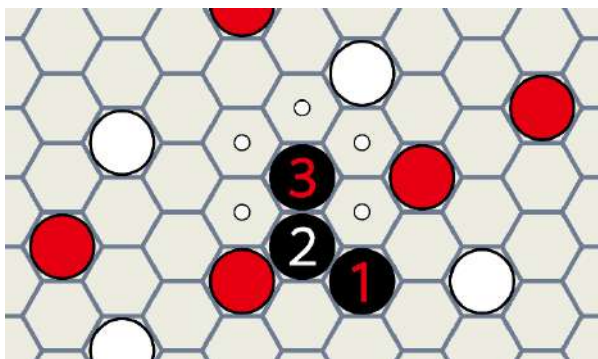
(Fig. 2) Examples of shapes of the loop.  
The position in the upper right is not a loop.

## GAMEPLAY

Starting with the first player to move, then alternate turns. The first move of the first player is to place a black piece in any empty cell.

On subsequent turns, a black piece is placed adjacent to the black piece placed by the opponent just before. Passing is not allowed.

Please Turn Over➡



(Fig.3) White dots indicate the positions where the active player (white) can place a black piece.

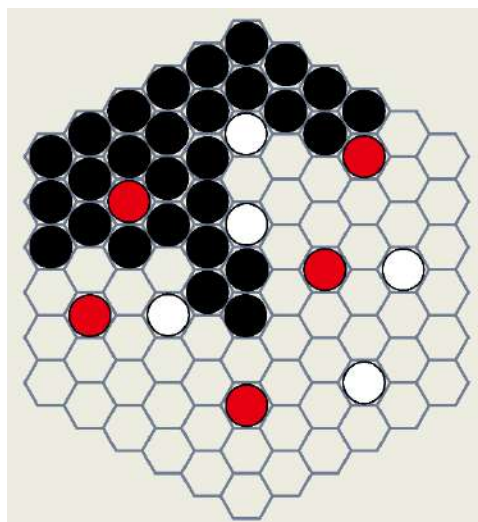
## RESTRICTIONS

The placement of the black piece cannot be advanced in the direction of a dead end that would prevent the creation of a loop.

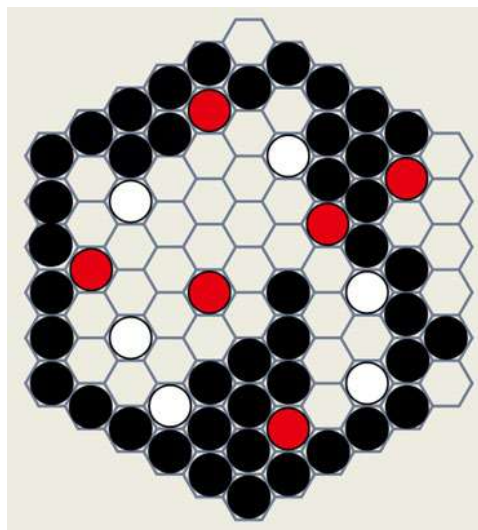
## GAME END

The game ends when black pieces make a loop. The player who places more pieces of his/her color inside the loop wins. In case of a tie, the player who creates the loop loses the game.

If two or more loops are made at the same time, the pieces in all loops are added together to determine the winner.



(Fig.4) Red wins by 1 to 0.



(Fig.5) White wins by 6 to 5.