Serpent Master

Game Concept:

Ancient lore indicates dragons had awesome powers and abilities, often being called magical. Very few people were able to hold any kind of control over a dragon. Over time dragons went into hiding or died off. Many say today's serpents, or snakes, carry some of those powers and abilities, and only truly gifted people are able to continue to have control over today's serpents.

How do you know if you are one of those truly gifted people? By testing your control over a serpent in a pit battle that is Serpent Master!

Players pick their serpent and enter the pit to battle for supremacy. As a player controls their serpent's movement around the pit they attempt to keep on top of the other serpents. The serpent who can stay on top the most wins.

How well can you control your serpent to stay on top and win?!?

Game Components:

• 1 Game Board

• 4 Serpent Head Tokens (1 each in Blue, Red, Black, and White)

• 192 Serpent Body Tokens (48 each in Blue, Red, Black, and White)

• 60 Serpent Control Cards (15 each in Blue, Red, Black, and White)

Game Setup:

Place the game board in the center of the table.

Each player picks a color to play and takes the cards and tokens of that color. Each player places their Serpent Head token next to the board indicating the space where their serpent will enter. Players should enter from different sides of the board for best game play; however, players may enter the board from any location. Players may not enter the board through the same space as another player.

Games with 3-4 players use all 64 squares. Games with 2 players use the 49 squares inside the pink line.

Each player shuffles their cards and sets aside 4 cards without looking at them (these cards are out of play).

Game Play:

The game consists of 11 rounds. In each round, all players simultaneously look at the cards remaining in their hand and pick one to play. Once all players have chosen a card, the cards are revealed. Cards are then resolved from highest to lowest. Once all cards have been resolved the cards are placed in the discard and a new round begins. Once all 11 cards for each player have been played the game ends.

Card Choice:

Players choose a card that represents how they want their serpent to move on the game board. Cards may be turned to accommodate play. The serpent head on the card indicates the current location of the player's Serpent Head token. The circles on the card indicate where new tokens will be placed.

A player cannot place tokens over their own showing Serpent Body tokens or another player's Serpent Head token.

Card Resolution:

The player with the highest number on the bottom of their card starts the serpent movements for the round.

In the case of a tie, the player who played the higher card the previous round goes first, and then the previous round if another tie and so on. If a tie cannot be resolved by cards, the oldest player goes first.

The player who is currently moving their serpent declares how their card is to be oriented and then places their new Serpent Body tokens according to the card. Once all their tokens have been placed, the player moves their Serpent Head token to the end of the new tokens making it the new head of the serpent.

A player must be able to place all tokens shown on a card (a player cannot choose to stop placing tokens or place fewer tokens). If a player is unable to place all the tokens on the chosen card the played card is simply discarded without effect.
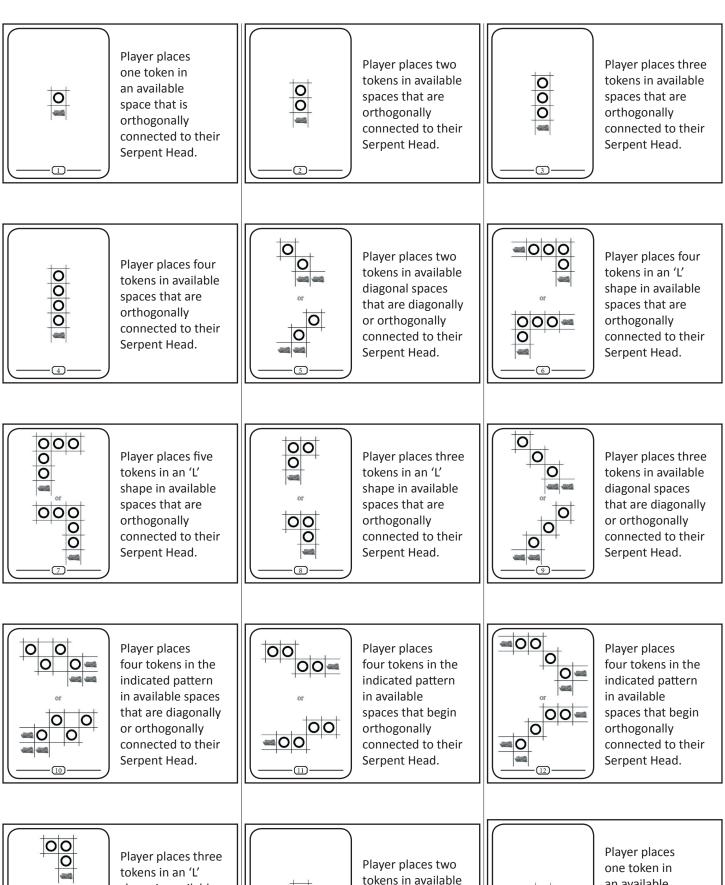
Play continues to the player with the next highest card, and so on until all cards have been resolved. Played cards are then placed in each player's discard pile and a new round begins.

Game End:

The game ends after all players have resolved their 11th card.

Determining the Winner:

Players count the number of their visible Serpent Body tokens (those that are alone or at the top of a stack of tokens) and add 1 for their Serpent Head token. The player with the greatest number of points is the winner. If there is a tie, the player with their Serpent Head on top of the largest stack of tokens wins. If the tie is not resolved, the player with the greatest number of tokens that are alone wins. If there is still a tie, the game is a draw and should be replayed.

Player places one token in an available space that is orthogonally connected to their Serpent Head.

1

Player places two tokens in available spaces that are orthogonally connected to their Serpent Head.

2

Player places three tokens in available spaces that are orthogonally connected to their Serpent Head.

3

Player places four tokens in available spaces that are orthogonally connected to their Serpent Head.

4

Player places two tokens in available diagonal spaces that are diagonally or orthogonally connected to their Serpent Head.
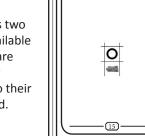
or

5

Player places four tokens in an 'L' shape in available spaces that are orthogonally connected to their Serpent Head.

or

6

Player places five tokens in an 'L' shape in available spaces that are orthogonally connected to their Serpent Head.

or

7

Player places three tokens in an 'L' shape in available spaces that are orthogonally connected to their Serpent Head.

or

8

Player places three tokens in available diagonal spaces that are diagonally or orthogonally connected to their Serpent Head.

or

9

Player places four tokens in the indicated pattern in available spaces that are diagonally or orthogonally connected to their Serpent Head.

or

10

Player places four tokens in the indicated pattern in available spaces that begin orthogonally connected to their Serpent Head.

or

11

Player places four tokens in the indicated pattern in available spaces that begin orthogonally connected to their Serpent Head.

or

12

Player places three tokens in an 'L' shape in available spaces that are orthogonally connected to their Serpent Head.

or

13

Player places two tokens in available spaces that are orthogonally connected to their Serpent Head.

14

Player places one token in an available space that is orthogonally connected to their Serpent Head.

15