

## GB Game rules

# SNOW SNOW



Ages 5 to 10



2 to 5 players



15 min.

**4 friends want to cross the river. To do so, they must go through the icebergs. But beware: the ice is melting!**

**Contents:** 1 board (in four pieces), 12 iceberg cards, 4 snowmen in 3 parts, 1 die.

**Aim of the game:** Together, the players must get the 4 snowmen to the other bank before the icebergs melt!

**Getting the game ready:** Assemble the board and place it in the centre of the players. Position the 12 iceberg cards on the 12 river squares with the ice sides facing upwards. Place the 4 whole snowmen on the 4 squares on one bank.

### Playing the game:

The youngest player starts, then play continues in a clockwise direction by throwing the die:

#### > 2, 3, 4 or 5: The snowmen are moved

Movements take place forwards or sideways, never diagonally.

On the banks, the snowmen move in a block.

However, to cross the river, the snowmen move in parts. Each part of a snowman costs one movement point. One point on the die corresponds to moving a part of a snowman one square.

- From the departure bank to the icebergs on the river: Initially, you should start by moving the head, then the body, then the bottom section of the snowmen from the departure bank to the icebergs on the river.

- From one iceberg to another iceberg: Once on the icebergs, the players may move any part of the snowmen to another iceberg.

- From one iceberg to the destination bank: To reach the opposite bank, players must move the parts of the snowmen in the opposite direction to at the start: the bottom section, then the body and finally the head.

**NB:** Several parts of a snowman can be on the same iceberg.

### > **The sun may melt the icebergs**

If the sun symbol appears, the player must remove an iceberg card of her choice. If the sun appears, the player must remove an iceberg card of their choice from the board. The snowmen may no longer use it.

An iceberg on which a snowman part is already placed cannot be removed. If all the icebergs are occupied, nothing happens.

**Bonus:** There are symbols on the back of the icebergs (button, carrot or hat). As soon as 3 identical symbols are discovered, a whole snowman can be moved one square.

Once the round is over, the hand passes to the next player.

**End of the game:** The game is won when all the snowmen have made it to the opposite bank: WELL DONE!

The game is lost if too many icebergs have been removed from the board and the snowmen can no longer reach the opposite bank. OH NO! Try again!

A game by Danna Banki.