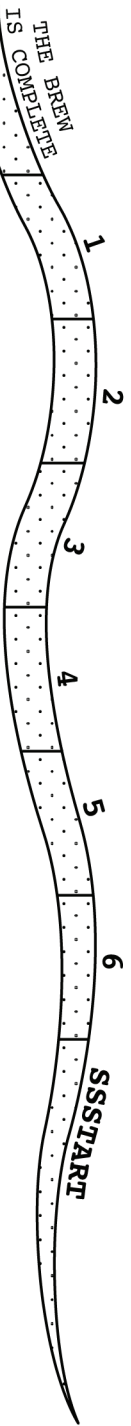


The Wizard of Snake Mountain



REQUIRES:

One player is the Wizard and the others are knights. Play begins with the first knight and moves around to the Wizard, and then back to the first knight. The goal of the knights is to reach the top of the mountain, and the goal of the Wizard is to protect themselves and finish the "BREW"

Place the knights on "START" and a counter on "SSSTART"

NOTE: The game must always have three knights in it. If you have 2 or 3 players, some player(s) play multiple knights, acting as separate players with their own turns.

KNIGHT'S TURN

Roll a dice. Move your pawn along the path that many spaces. When a knight lands on a snake's head, they do NOT immediately slide down ala snakes and ladders. If a knight rolls the number that the Wizard's brew token is on, the brew token is moved one space to the left.

WIZARD'S TURN

The Wizard rolls a dice. Any knights standing at the head of a snake with that number on its body travel down the snake and land on the space with its tail. The Wizard then has two choices:

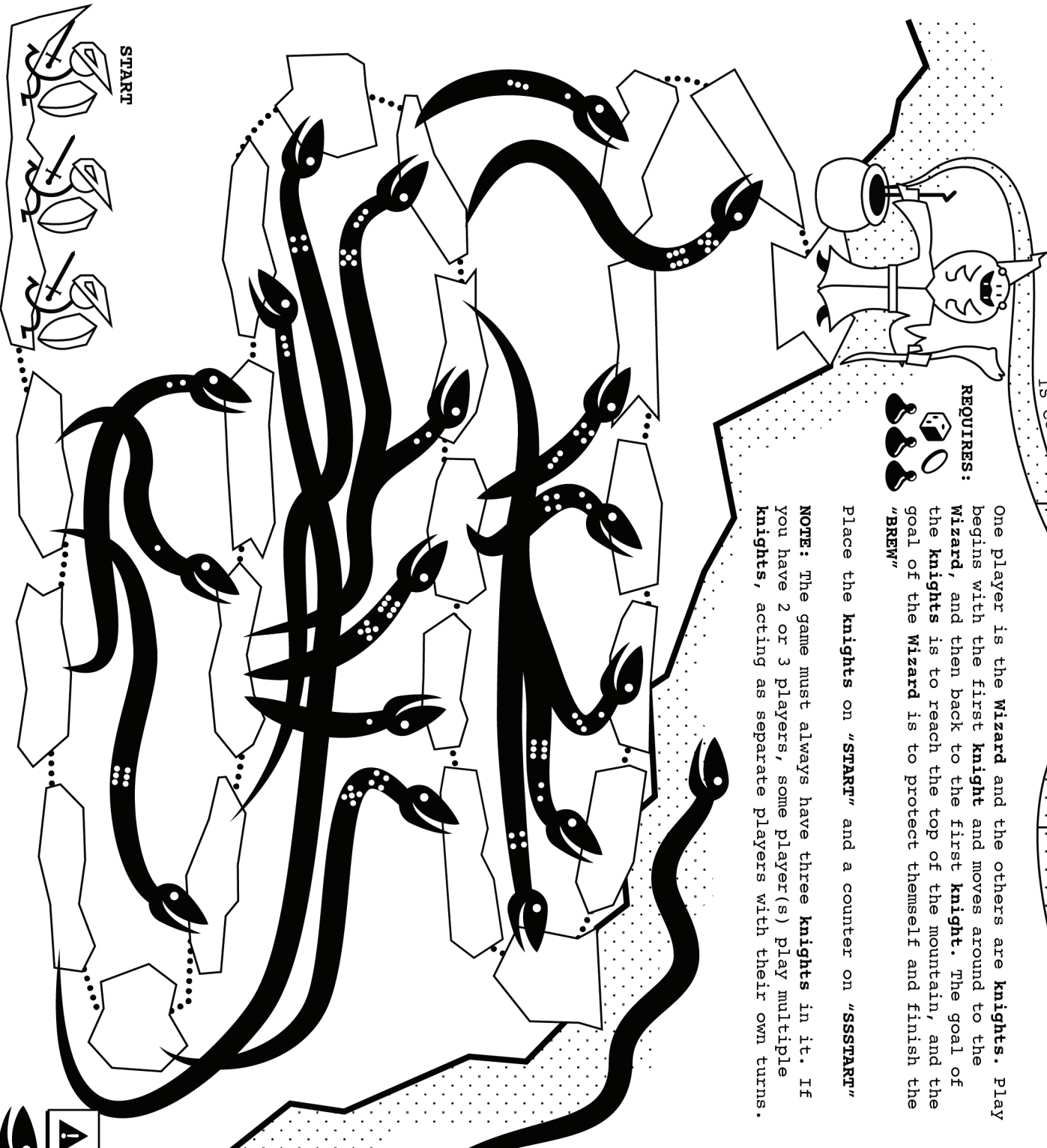
STIR BREW

Advance the "brew" token one to the left. If it makes it all the way to the end, the Wizard wins.

CHARM SNAKES

The wizard rolls the dice again like they did at the beginning of their turn, but may re-roll once if they don't like what they get.

! THE SNAKE'S EYE IS NOT THE NUMBER 1, SMARTY-PANTS.



START