Make-a-snake

Game designer: Katrin Abfalter
Illustrator: Irina Pechenkina
Size: 19.5×19.5×4.5 cm (standard box) / 26.7×26.7×6 cm (big box)

Family

Game webpage

Game on BGG

The snakes need the sun to hunt and play. As they crawl from their hiding spaces early in the morning, they try to coil themselves so that their tail and their head are as close as possible. This way they are all snuggly and warm until they can soak up the sunshine. Roll the die and add new parts to your snake! Bend it, coil it, extend it! At the end of the game, measure the distance between the snake's head and its tail. The player with the shortest distance takes the prize!

- Unique tactile components.
- Multiple game modes.
- Low age threshold.
- Additional stickers.

3+ | 2-4 | 15

SRP
Big box – $27
Standard box – $23

Components:

- 1 wooden die with 2 colors on each side
- 1 measuring ribbon
- 4 sets of snake tiles in 4 different colors
- 4 clips (+4 extra clips)
- 3 sticker sheets to customize your snake
- 4 dragon body tiles with 4 connectors
- 8 round tokens

Rules & Promotional materials

Click here to view the marketing materials available for this game