



Serpentina



by Brigitte Pokornik

Players: 2 - 5

Content: 50 cards

Age: 4 years and above

1 set of rules

Duration: approx. 15 minutes



head-
section



middle-
section



tail-
section

IDEA OF THE GAME

The players try to form snakes, which are as long as possible. A snake always consists of a head-section, at least one middle-section and a tail-section. The player who has formed the most and longest snakes wins.

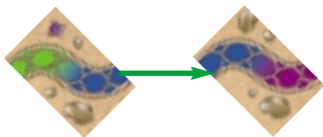
PREPARATION

The cards are shuffled and placed face down fan-like on the table. After that one card is drawn from the "fan" and placed face up in the middle of the table.

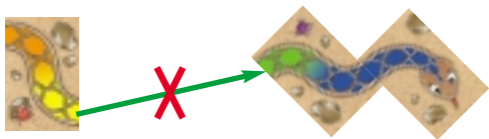


THE GAME

The youngest player begins. Then the other players follow clockwise. The player who takes his turn draws a card from the "fan". He is allowed to lay it down next to a card in the middle of the table if the colours match. The card can be turned around to match. If the colours of the two cards match a snake is started.



If a player draws a card which cannot be placed next to a card or a snake in the middle of the table, this card is then placed on its own in the middle of the table.



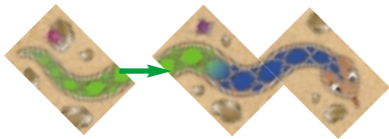
A card which is drawn from the "fan" can be placed next to a snake, to lengthen the snake. A snake can be made longer on both sides. If a head or a tail was already added to the snake, the snake cannot be made longer on the side, where the head or tail was placed.



A snake without a head or a tail is an incomplete snake. Incomplete snakes remain in the middle of the table until they can be made complete.

A complete Snake

A complete snake consists of a head-section, a tail-section and at least one middle-section. A complete snake does not need to have all colours.

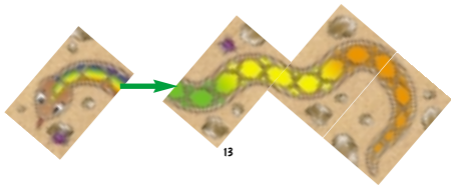
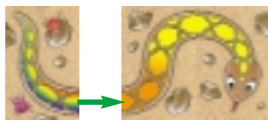


The player who is able to complete a snake by laying down a head or a tail with the matching colour next to the "open" side of the snake, may pick up the snake from the middle of the table and place it directly in front of him.



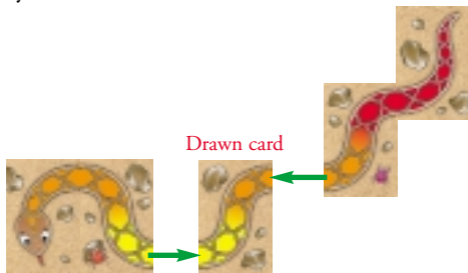
The Joker

The head and the tail with the rainbow colours are jokers. They may be placed next to every middle-section of a snake.



Combining

If several incomplete snakes exist in the middle of the table, a player who has drawn a matching card from the "fan" is allowed to combine two incomplete snakes. The player may pick up the combined snake and place it directly in front of him.



A player is only allowed to combine two incomplete snakes, if he uses the card, which he just drew from the "fan". It is not allowed to combine snakes without a matching card.

END OF THE GAME

The game ends as soon as the last card is drawn from the "fan". If the player with the last card is able to complete a snake, he is allowed to pick up the snake and place it directly in front of him.

Now the cards in front of every player are counted. The player who has the most cards wins.

If two or more players have the same number of cards the player with the longest snake wins.



Do you have any questions? We are pleased to help you!

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