



You need:

- PAPER
- SCISSORS
- CARDBOARD
- SPLIT PINS
- GLUE

Don't wake the SNAKE

BUILD YOUR OWN BOARDGAME

Instructions:

- Watch tutorial video at www.sprocket.no
- Print PDF (as thick paper as possible)
- Cut out pieces
- Punch holes for things that twirl
- Assemble pieces
- Add your choice of toad
- Play

20.5 x 20.5 cm



38 x 38 cm

MAIN BOARD

Board piece 1 of 4



MAIN BOARD

Board piece 2 of 4

Paper



MAIN BOARD

Board piece 3 of 4

Paper

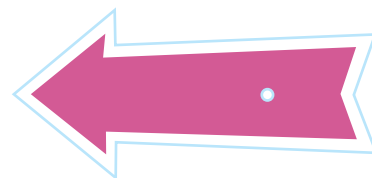
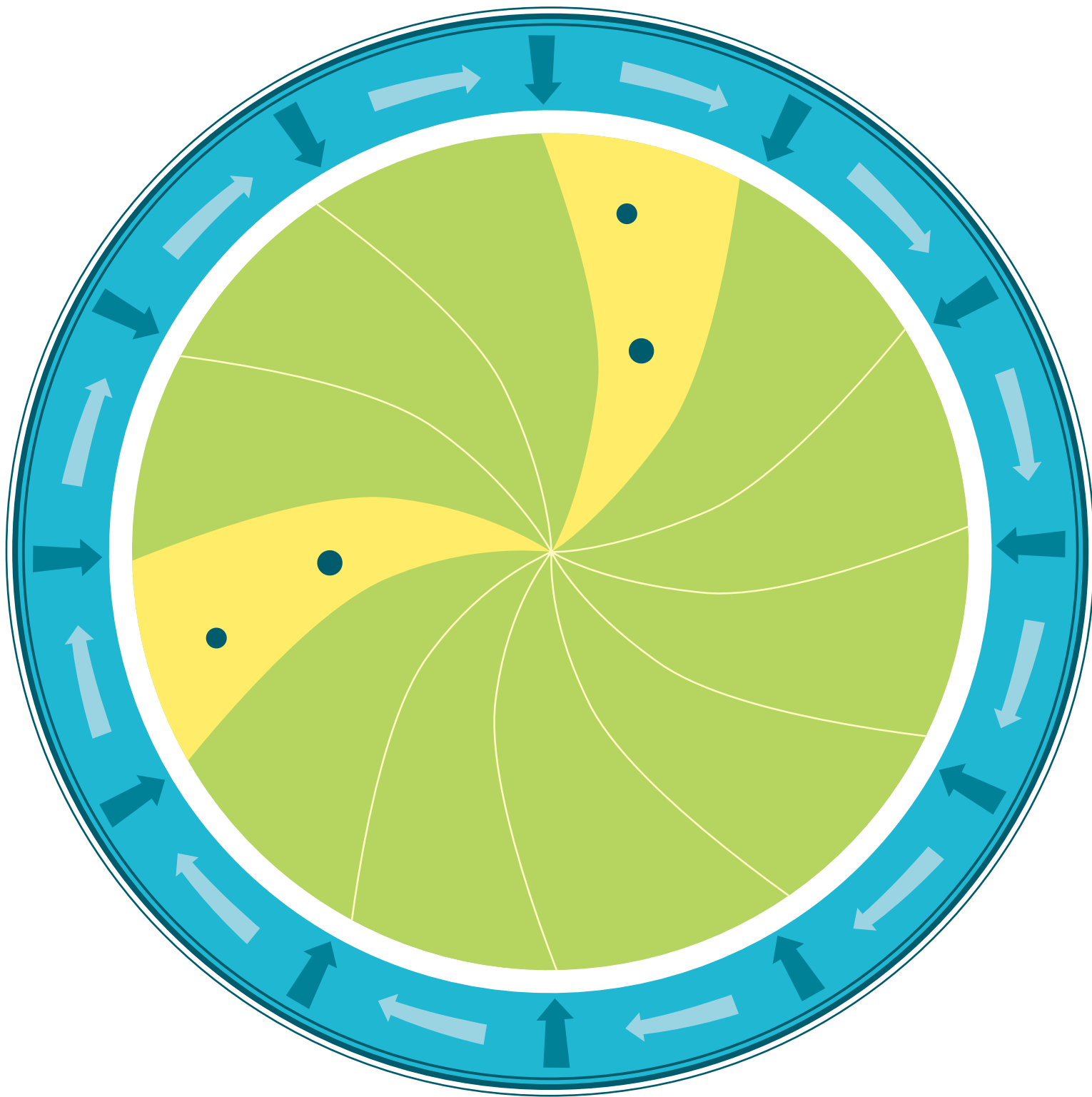


MAIN BOARD

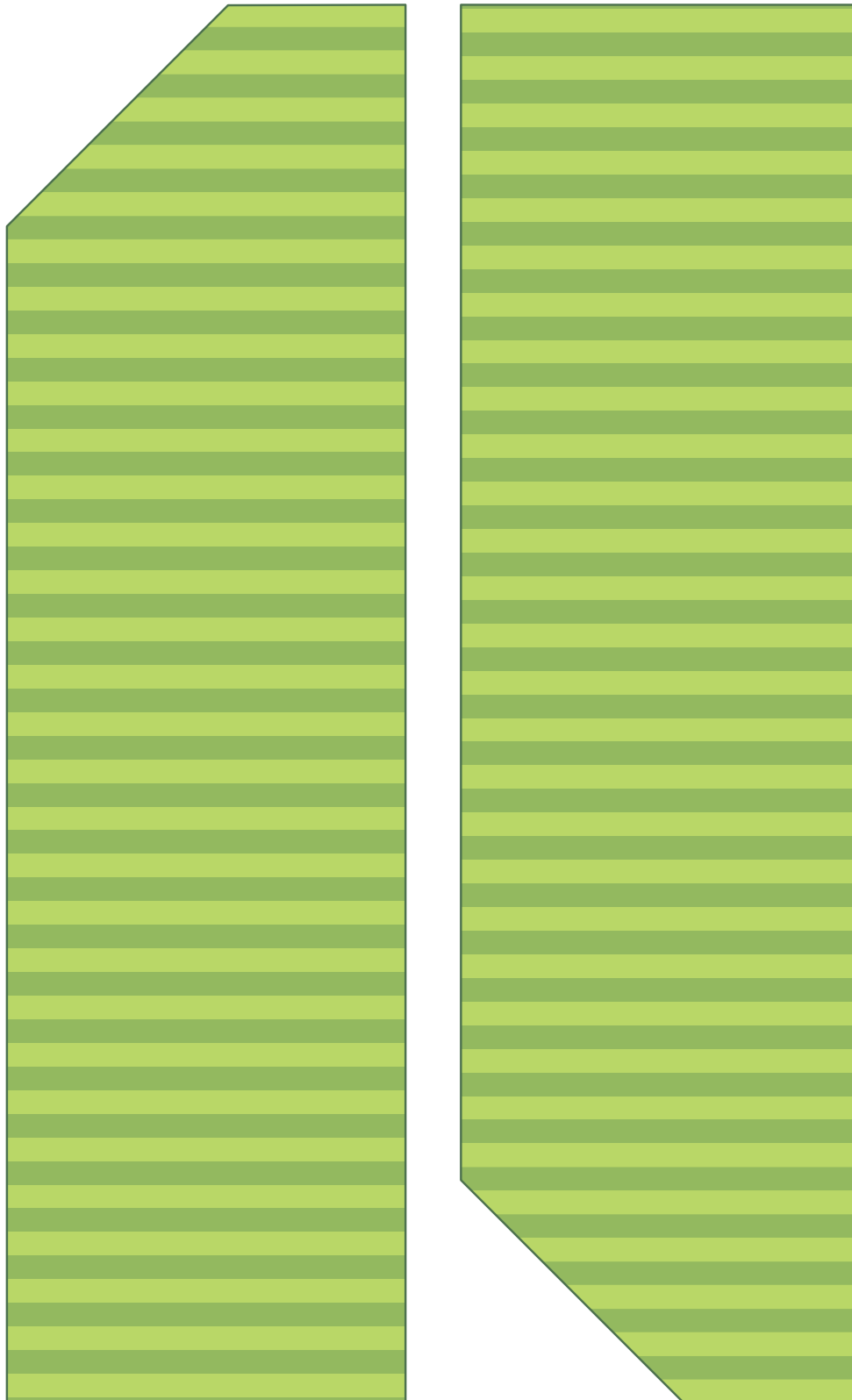
Board piece 4 of 4

Paper





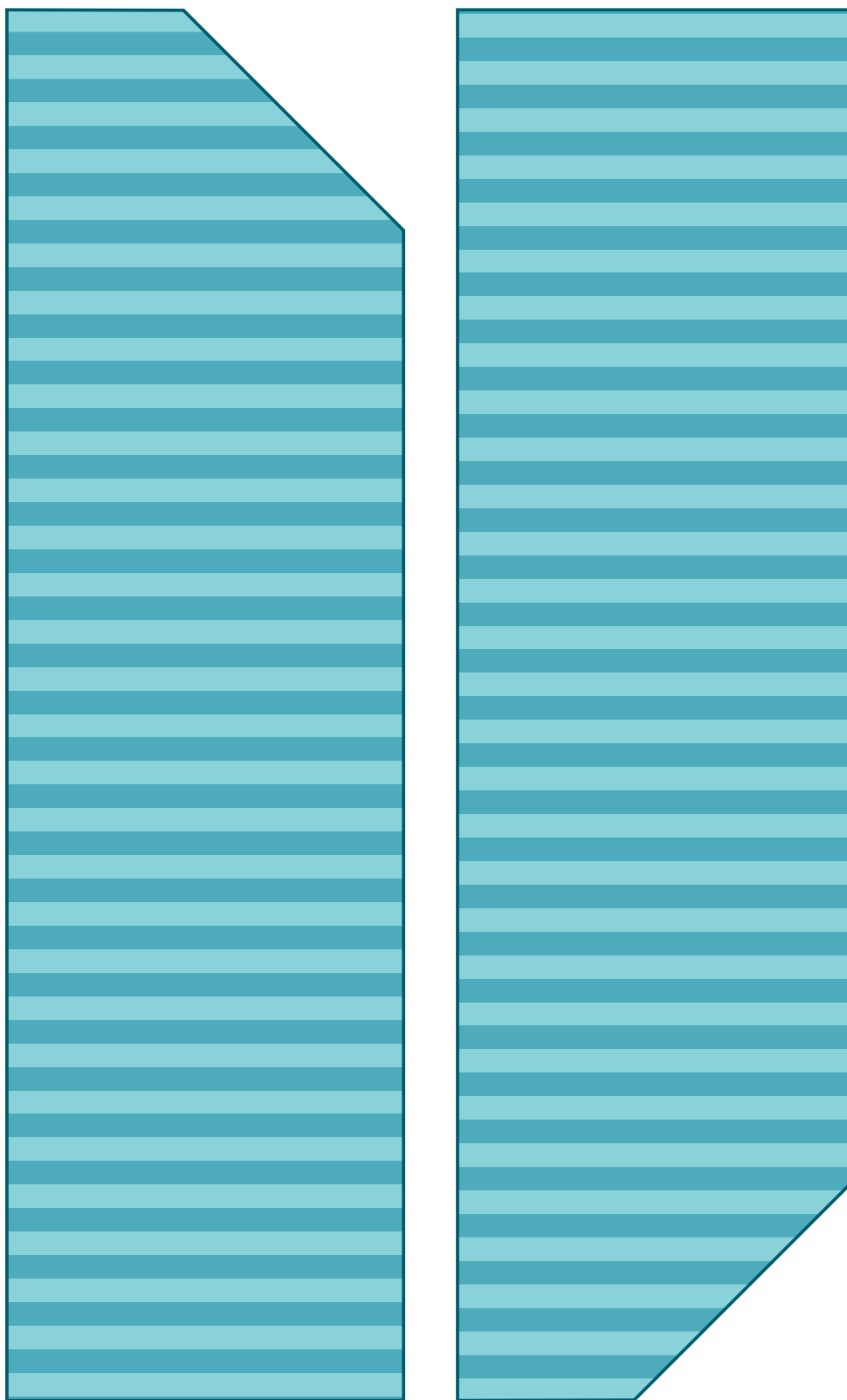
MAIN BOARD



BACKGROUND/SIDES FOR BOARD

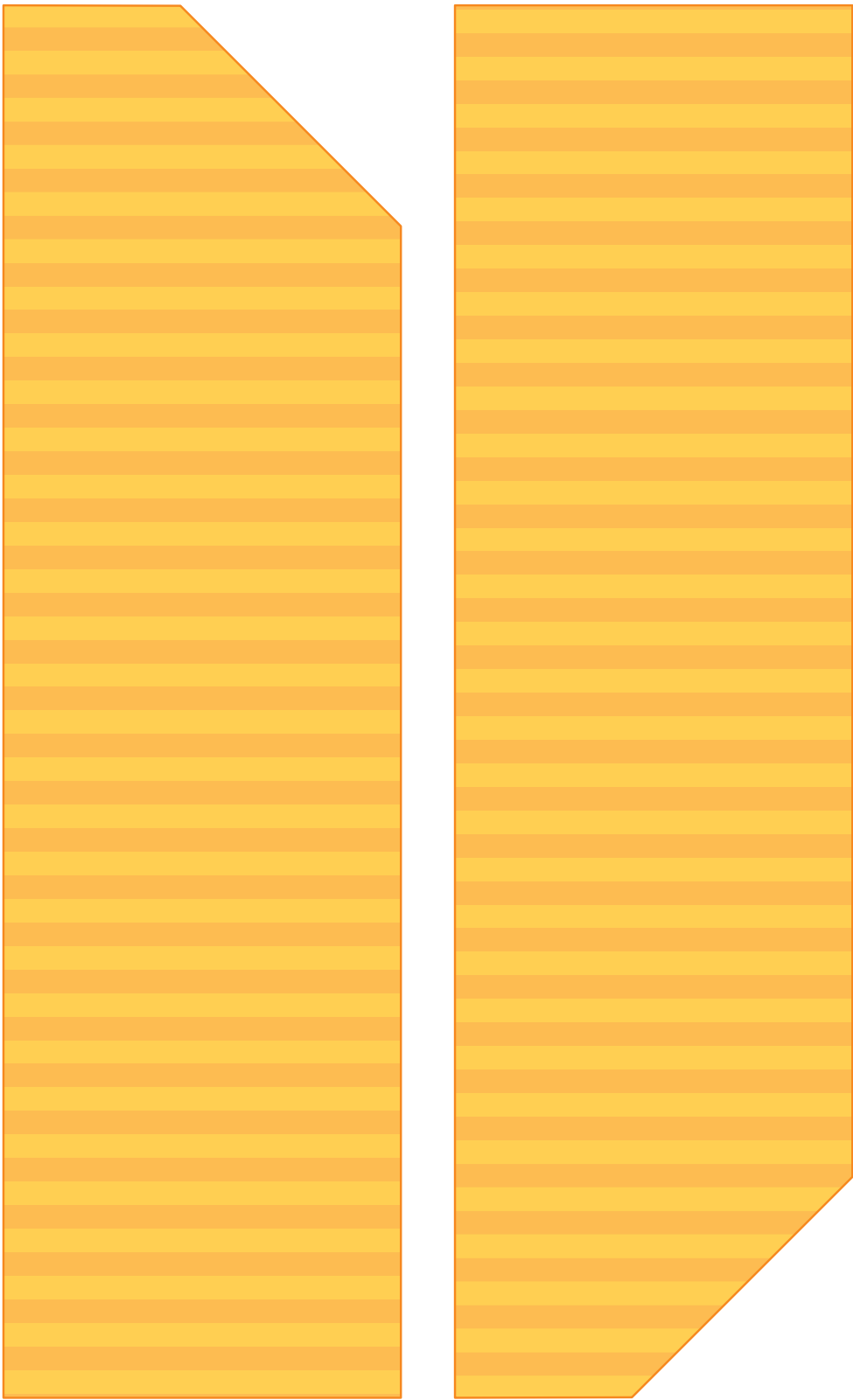
MAIN BOARD

Paper



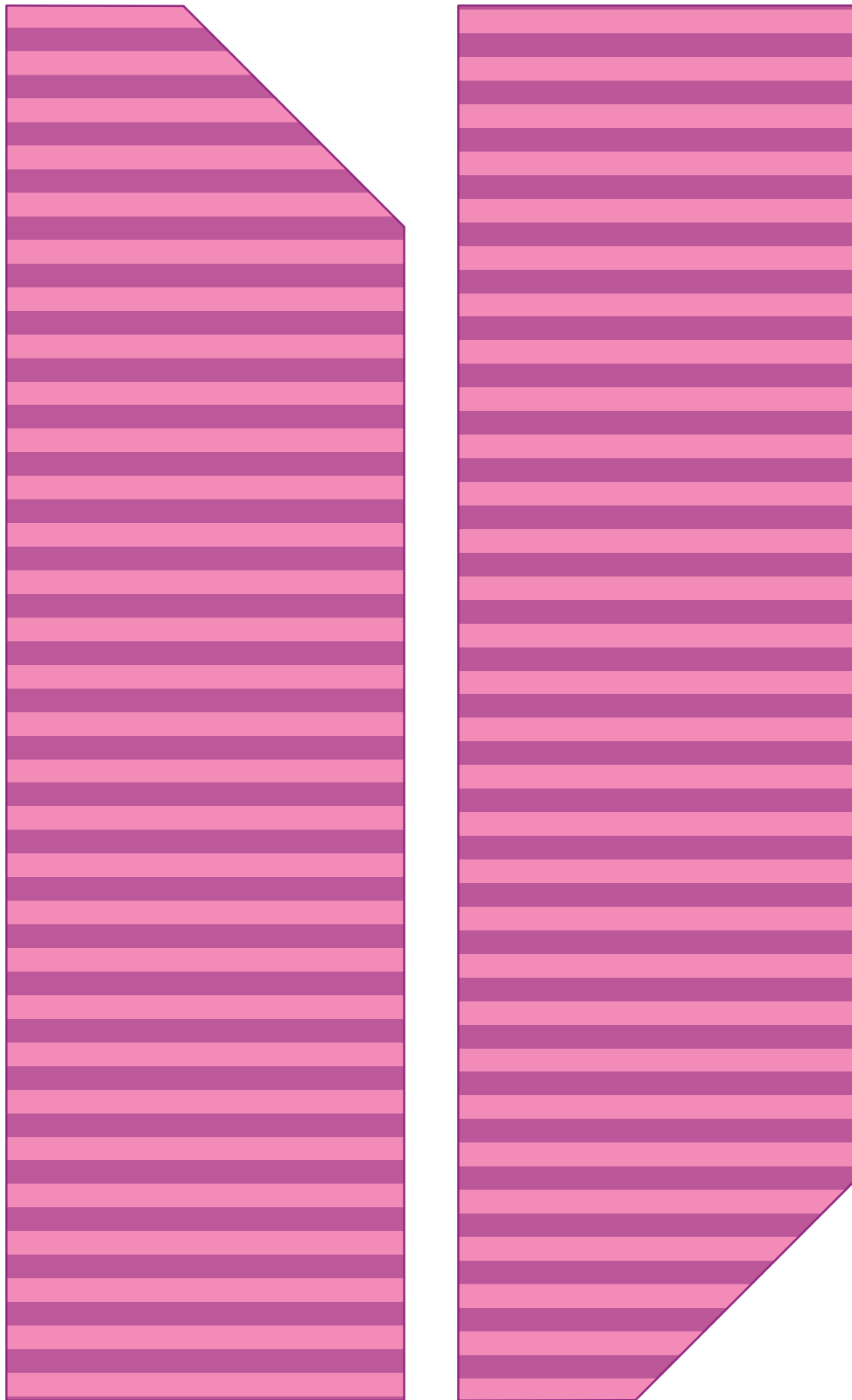
BACKGROUND/SIDES FOR BOARD

MAIN BOARD

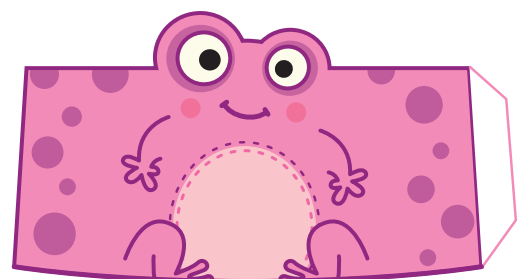
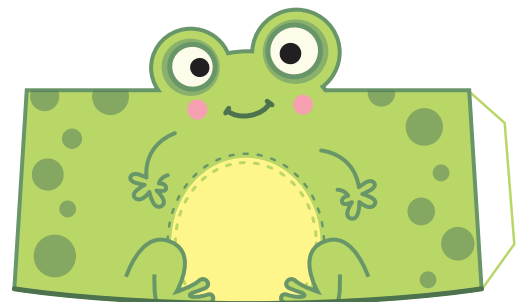
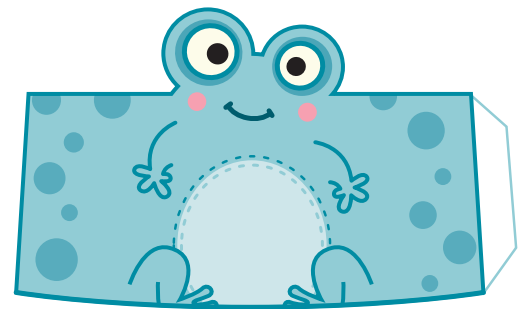
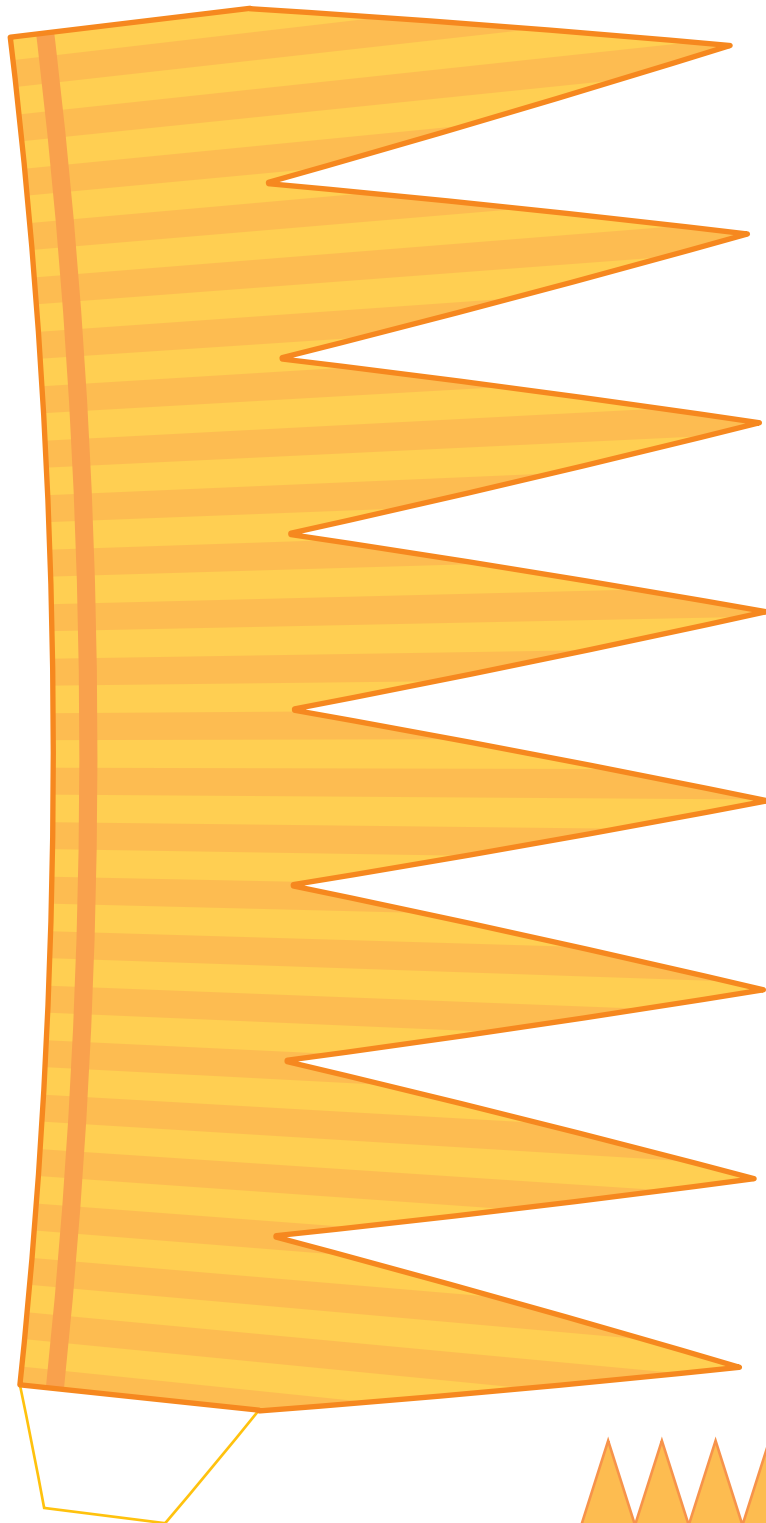
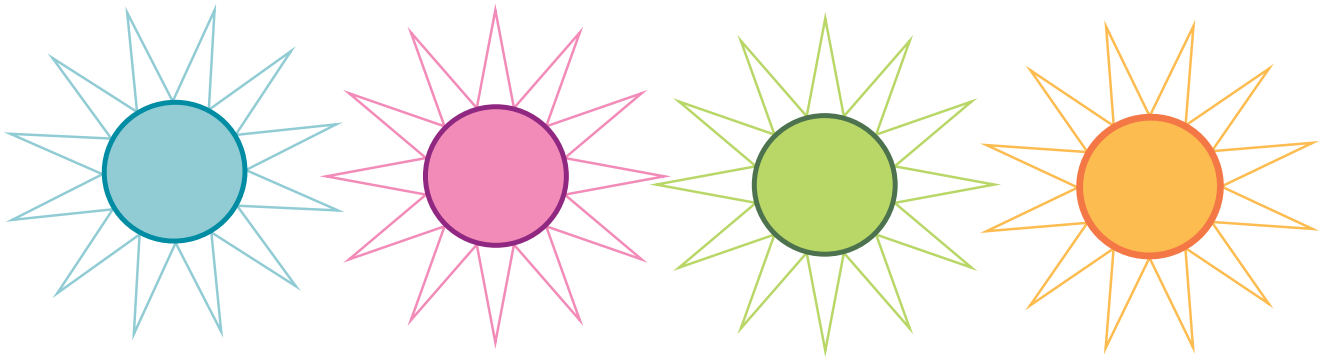


BACKGROUND/SIDES FOR BOARD

MAIN BOARD



BACKGROUND/SIDES FOR BOARD



Alternative rules:

The Taboo!: Choose 3 words that are not allowed to be spoken aloud during the game! If one of these words are said out loud - The player who said it has to turn the wheel to see if the snake wakes up - and move all the way back to the starting point petal - if it does.

Eks. "Yes", "No" and "Snake"

The taboo extended: Taboo all the names of the players.

Forgot to squawk? If the other players forget to make a noise when a player lands on an animal, they all go back 10 spaces. The player stays in place and is immune from spinning the wake-up wheel.



Find more stuff at www.sprocket.no

DON'T WAKE THE SNAKE



The winner is the first player to read the snake's head!

Landing on animals and waking the snake: If a player lands on an animal, all players must make the noise of that animal as loudly as possible. "Ribbit" for a frog, "Buzzz" for a bee and so on. Will the snake wake up? The player turns the wake-up wheel in a clockwise direction to the next arrow. If the snake's eyes open and it wakes up, the player has to return their toad to the lily pad and start again! Spin the wake up wheel again to send the snake back to sleep.

Bumping back: If a player lands on another player, they are bumped back one space. If the bumped player lands on another space apply. If the bumped player lands on another player, that player is also bumped back one space.

If a player lands on a player wearing the crown, they perform a coup: they steal the crown from the bumped player and are crowned royal toad!

2-4 PLAYERS

Whatever you do...

Don't wake the SNAKE



DON'T WAKE THE SNAKE

Before starting: Players place their toads on the "Start" lily pad. Starting with the youngest player, each player spins the spinner. The player with the highest spin starts first.

Taking turns: Players take turns in a clockwise direction. Spin the spinner and move toads the corresponding number of spaces forwards. If a player spins a 1, they can spin again.

Ladders: Players might land on a shortcut ladder or two along the snake's back. Most work in both directions: they can send you forwards as well as backwards. But watch out: some are one-way downward ladders!

Crown: If a player lands on a green crown, they become royal toad! Both player and toad can wear a crown, and become immune from waking the snake (but ladder short-cuts still work). The crown is lost by landing on a red crown space, or if another player lands on you and bumps you back. Speaking of which...

RULES

Tip-toe your way along the snoozing snake. Take short cuts across ladders, and try not to tread on an animal - their cry might just wake up the snake and send you back to the start!

For 2-4 players aged 4 and up.

