

## Snakedoku 2-4 Players

**Game Requires:** A completed Sudoku and a pencil.

**Object:** Earn the most points by making long snakes.

**Starting Set-up:** There are 4 symbols to choose from: a circle, a square, a diamond, and a triangle. Players select which symbol will be theirs. Once everyone has selected a symbol, select a player to go first. Players take turns placing (drawing) their symbol on any one of the unoccupied spaces on the board. When placing your symbol, draw it so it surrounds the number on the space: **do not** color or shade in your symbol. You should still be able to see the number after drawing your symbol around it. *Note: the number on the space you select will determine where you can place your next symbol, so you should probably read the rules before deciding you first placement.*

**On Your Turn:** Snakedoku is a turn-based game. There are two actions you can do on your turn. You must do the first action (if you can). If you cannot do the first action then the game has ended for you and you can only wait until the game is scored (you still might win). The two actions are:

1. **Place Your Symbol on a Space:** The space you can place (draw) your symbol on, is determined by the number inside the space you previously placed on the board (the one you can see the number in). You may place your symbol on any unoccupied space that has a number equal to, 1 less then or 1 more then the number in your non-colored in symbol. Example: Your current non-colored in symbol has the number 6 in it; you can place your symbol on a space with a 5,6 or 7. The numbers wrap around so you can go from a 9 to a 1 or a 1 to a 9 if you want. When drawing your symbol on the new space remember not to color it in, and to draw the symbol around the number so you can see the number. After you place your symbol on a space, color in the symbol on the old space (the one you used to determine the new placement) so you can no longer see the number.
2. **Connect a Space to Make a Snake:** Connect any single space (that

has your symbol on it and has not yet been connected to another space) to any other vertical or horizontal adjacent space with your symbol on it, to create a new snake or add on to an existing snake (a snake is 2 or more spaces connected together). To connect the spaces draw a vertical or horizontal line between the two spaces connecting the symbols inside the spaces together. You cannot connect to a snake if it will cause a fork in the snake. It is possible that you cannot connect spaces because there is not a space close enough to connect to (at this time) or would cause a fork in a snake if you did. You can work on more then one snake at a time; you don't have to complete a snake before starting a new one somewhere else on the board.

●	●	●	●	●	3	5	4	9
5	●	●	⑥	●	●	1	7	2
7	9	4	5	1	■	■	8	6

*Circle player can connect either the circle with the 6 in it by going left with a line or the circle in the upper left with a line going right.  
His next placement can be on a either 5,6 or 7 space.*

**Game Over:** The game ends when no more spaces can be placed on, either because there are no more spaces left or because no one can legally place on the spaces left.

**Scoring:** Add up the values of each of your snakes and then total the values to get your score. To get the value of a snake add up all the number of spaces that make up the snake and then subtract one. Example a snake that is 5 spaces long has a value of 4. If you have three snakes with the values of 3, 6 and 5 your score would be 14.

**Winner:** The player with the highest score at the end of the game wins. The tiebreaker is longest snake followed by next longest snake if need be.

## The Mongoose Variant

Snakes don't like Mongooses and will avoid them. The mongoose variant is played just like the regular game with some minor changes explained below.

**Set-Up:** In addition to the normal set you will also need to add a scoreboard somewhere on the paper. Place one M (for Mongoose) in each player's column. You will also need to write a small M next to the number in the center square of each of the nine smaller 3x3 boards that make up the Sudoku game.

6	2	1	7	8	3	5	4	9
5	8 <sub>m</sub>	3	6	9 <sub>m</sub>	4	1	7 <sub>m</sub>	2
7	9	4	5	1	2	3	8	6

*M's placed in the center spaces*

**Playing the Game:** Start playing the game as normal and add these rules:

- Anytime a player places his symbol on a center space with an M on it he gets another M in his column on the scoreboard.
- On your turn, in addition to the two actions "Place Your Symbol on a Space" and "Connect a Space to Make a Snake" you may "Place a Mongoose" on the board. Placing a mongoose is the last action you do on your turn (if choose to place one). To place a mongoose on the board select any unoccupied space on the board and place a large X on that space. Then cross out one of the M's in your score column. No one may place his symbol on a space that has been Xed out. The mongoose is a good way to block another player's snake.

**Scoring:** Players add up their scores like in the normal game, but in "The Mongoose Variant" there are additional bonus scores. You get an additional ½ point for each un-played (not crossed out) mongoose at the end of the game.

**Winner:** The player with the highest score at the end of the game wins. The tiebreaker is longest snake followed by next longest snake if need be.