



Any gardener knows a tiny number of snails can destroy an entire vegetable patch. *Snail Invasion!* commemorates this epic battle. Will the snails completely infest the garden and kill off the plants? Will any of the plants survive to maturity? Lets play and find out!

Snail Invasion! is a Looney Pyramids game for 1 or 2 players. Looney Pyramids are sometimes called "Treehouse Pieces" or "Ice House Pieces," and, like playing cards, can be used to play hundreds of different games. Looney Pyramids are sold separately, or as part of the games "Ice Dice" and "Treehouse." For more information on this game system, visit <http://www.looneylabs.com/looney-pyramids> or your local board game store.

Looney Pyramids Glossary

Drone: the medium-size pyramid, marked with 2 pips

Ice Dice: a set of Looney Pyramids which includes 2 rainbow stashes, two specialized dice, and a pyramid-shaped components bag

Nest: three pyramids -- one Queen, one Drone and one Pawn -- all in the same color, and arranged with the Pawn on the bottom, the Drone covering the Pawn, and the Queen covering the Drone

Pawn: the smallest pyramid, marked with 1 pip

Pip: one of the points, indicating value, on the lower left of a pyramid's face

Queen: the largest pyramid, marked with 3 pips

Stash: a set of fifteen-pyramids in five different colors, including a Queen, Drone and Pawn in each of the five colors

Tree: three pyramids -- one Queen, one Drone and one Pawn -- all in the same color, and arranged with the Queen on the bottom, the Drone stacked on top of the Queen, and the Pawn stacked on top of the Drone

Trio: three pyramids -- one Queen, one Drone and one Pawn -- all in the same color

REQUIRED EQUIPMENT

- 1 Rainbow Stash of Looney Pyramids. You will be playing with one trio of black pyramids, and 1 trio in each of the remaining four colors (15 pyramids total).
- 2 d6 dice
- The *Snail Invasion!* board (attached), or any 3x4 or 4x4 board.

PLAYING TIME: approximately 20 minutes.

NUMBER OF PLAYERS: 1 or 2

BOARD SET-UP

Place the grid so that the line with 4 spaces runs horizontally, and the line with 3 spaces runs vertically. Imagine the squares are numbered 1 through 12, beginning in the upper left-hand corner, proceeding horizontally, and ending in the lower right-hand corner. (See the *Snail Invasion!* board for more information.)

The area above and to the left of this 3 x 4 grid is the Potting Bench, and is where plant pieces are held until they enter the game. The area above and to the right of the 3 x 4 grid is the Snails' Nest, the spot from which Snails enter the game, and within which they are temporarily held if wounded by plants.

Arrange the five trios in single-color trees. Place the one black tree in the Snail's Nest, and the four colored trees in the Potting Shed.



PLAYER'S ROLE

In a two-player game, the most annoying and intrusive player should take the part of the Snails. The most industrious, honorable and down-to-earth player should take the part of the noble, long-suffering Gardener who only wanted, just *once*, to be able to grow some rainbow chard, for crying out loud, without it turning into lunch for a bunch of stupid, slimy gastropods!

In the **Solitaire Version**, the player always takes the part of the Gardener, but rolls the dice and moves pieces for both players. When there are no Snails in the Snail's Nest that need to be moved to the board (see below), the unblocked snail in the square with the highest number (in other words, closest to the bottom of the board) is the piece moved on the Snails' roll.

WINNING & LOSING

The Gardener's Goal: Either to move pieces so that a fully grown plant (three pieces of the same color, stacked in a "tree" formation) is formed on the board, or to block all three of the black Snail pieces so that they cannot move. **The Snails' Goal:** to make it impossible for any plant to grow to maturity by killing off at least one plant piece in each of the four colors.

TURN SEQUENCE

1. Roll Dice.
2. Either move a piece out from the PottingShed/Snail's Nest on to the board, OR move one of your unblocked pieces already on the board.
3. Resolve any stack created by your move.

1. Roll Dice.

The Gardener goes first. In a two-player game, the players' turns alternate. **Solitaire Version:** in the solitaire game, the player rolls for both the Gardener and for the Snails.

2. Either move a piece from the Potting Shed or Snails' Nest to the board, or move one of your unblocked pieces already on the board to another space on the board.

Moving Out Pieces From the Potting Shed or Snail's Nest:

Each player must move on their turn, if possible, but does not have to move their own pieces out of the Potting Shed or Snails' Nest until they wish to. The only time a player can end their turn without moving is when no legal move is available.

Only the pieces at the top of each tree may be moved out of the Potting Shed or Snail's Nest. The Gardener does not have to move out all pieces of the same color in sequence. For instance, the Gardener might decide to move out the yellow pawn, then the red pawn, then the yellow drone. (It is usually not a good idea to move out all four pawns early in the game, however, because this makes the plants too vulnerable to snail attack.)

During play, the Snail pieces may become wounded and returned to the nest. They are placed in the Nest independently from each other, i.e. not stacked or nested, and these returned pieces may reenter the game in any sequence the Snail player wishes. **Solitaire Version:** in a solitaire game, the smallest Snail piece must be moved out of the nest first.

When moving pieces out of the Potting Shed or the Nest, the piece being moved out is placed on the board on the square whose number is equal to the number rolled. If there are other pieces already on that square, the stack will be resolved using the rules shown below.

Moving a Piece Already on the Board:

If moving a piece already on the board, the piece must be moved a number of spaces equal to the number shown on the dice. Using only part of the throw is not allowed. If the piece reaches the number 12 square, loop back to the beginning and resume counting out the move from the number 1 square.

Solitaire Version: on the Snails' move, if any Snails are waiting in the Snails' Nest, they must be moved to the board first. If the Snail's Nest is empty, the snail that can be moved legally in the square with the highest number (in other words, closest to the bottom of the board) is the piece moved on the Snails' roll.

3. Resolve any stack formed by the move. Stacks are resolved from the top down, according to the following rules.

Blocking:

A blocked piece cannot move, and neither can any piece under it. The value of each piece is indicated by the number of pips on its side. Pawns are worth 1, Drones are worth 2, and Queens are worth 3. Any piece with a piece or pieces on top of it whose value(s) is/are equal to or greater than its own value is blocked and cannot move. Examples: a Snail (black) Queen with a red Queen on top of it is blocked. So is a yellow Drone with a blue Pawn and a yellow Pawn on top of it.



Carrying:

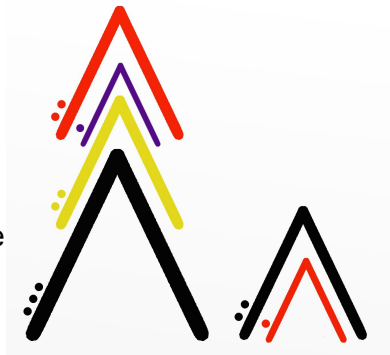
A piece is not blocked when topped by any assortment of pieces whose value(s) are less than its own. In that instance, the piece can still move normally, and carries the smaller piece(s) with it to the new location. Examples: a yellow Queen topped by a black Drone can move normally, and carries the Drone with it when it moves. Similarly, a red Drone topped by a red Pawn can also move normally, and carries the Pawn with it when it moves.



Wounding and Killing:

Any time a larger piece lands directly on a smaller opponent's piece, that piece is wounded or killed. A piece is also wounded or killed whenever it is directly topped by two or more opponent's pieces whose value add up to a total value greater than its own value. Pieces' values can be added together, however, only when they are touching. See "Shielding" below for more information.

Snail pieces never die -- they can only be wounded. When a Snail piece is wounded by a Plant piece or pieces of greater value, it is removed from the board and placed in the Snail's Nest. That piece is then returned to the board on a later Snail's turn. For example, a Snail (black) Queen would be wounded if topped by a yellow Drone, a blue Pawn, and a red Drone.



Plants pieces can be killed by snails. Whenever a Snail piece or pieces of greater value land on a smaller plant piece, the plant piece is killed and removed from the board permanently. For example, a red Pawn would be killed if topped by a Snail Drone. This also would mean that a fully-grown red plant could not be grown. (The remaining red plant pieces may still be useful to the Gardener, however, especially if they are used to block Snail pieces.) If one piece each of all four plant colors is killed, the Snails win the game.

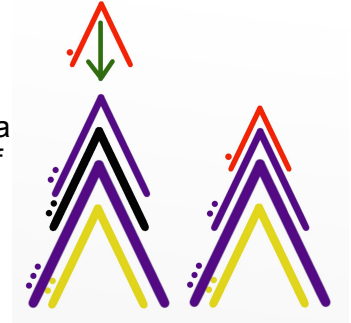
Shielding:

Any time a player has one of their larger pieces stacked directly on top of one of their smaller pieces, the smaller piece is protected from being wounded or killed by an enemy piece. The smaller piece remains protected until either the larger piece is moved off from it, or until the larger piece is itself killed or wounded. If the larger piece is killed or wounded, then the smaller piece is as well.

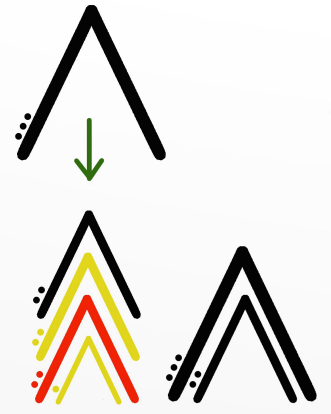


Some Complex Examples:

In this example, a blue Drone is blocking a Snail Drone. Both are on top of a blue Queen (which is also blocked). The Queen is shielding a yellow Drone. When a red Pawn is added to the stack, the number of Plant points directly on top of the Snail Drone increases from 2 to 3 and the Snail Drone is wounded. The Snail Drone moves to the Snail's Nest. The Plant pieces remain on the board.



In this example, a Snail Drone is blocking a yellow Drone, which is itself blocking a red Drone. The red Drone is shielding a yellow Pawn. When a Snail Queen is added to the stack, the number of Snail points directly on top of the yellow Drone increases from 2 to 5. The yellow Drone is killed, then the red Drone, and then the yellow Pawn. The triumphant Snail pieces remain on the board.



GAME PLAY VARIATIONS

Patio Garden Solitaire: play with one Snail Queen and one Plant trio. Fast, but challenging!

Varietal Garden: change the odds a bit by using four plant trees in only one or two colors instead of four. This makes it harder for the Snails to kill off all the pieces of one color, and easier for the Gardener to stack a fully-grown plant.

SNAIL INVASION!



THE POTTING SHED



THE SNAILS' NEST



1	2	3	4
5	6	7	8
9	10	11	12