

CURLI KULLER

Roll, roll, little snail!

A floor game for 2-4 skilful players from 4 1/2 to 99 years old.

Contents:

8 fence parts (approx. 20 x 5 cm/
7 3/4 x 2 in.), 1 scarecrow,
4 scarecrow cards, 4 rolling snails,
40 lettuce plants, 1 rolling ramp,
instructions

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Story

It's that time again! Every year, farmer Bertram plants little seedlings on his field. He thinks the nimble birds might harm his delicate lettuce, so he has placed the old scarecrow in the middle of the field.

But he really should have thought of the snails! Because they are already looking forward to the delicious buffet! Will there be any of the little plants left for Bertram after the snails have had their big feast?

Preparation

Connect two fence parts to form corners and place the four fence corners on the floor or table to mark a square area of about 60 x 60 cm (23 1/2 x 23 1/2 in.). You can use the box to measure, because the area you need is four times the size of the box.

Assemble the scarecrow's two parts and place it in the middle of the field so that its arms point towards an opening of the field (not towards the corners). Each player chooses a rolling snail.



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Game set-up

Then place the little lettuce plants on the field and make sure they are spread out evenly. Always put in all 40 plants, even if you are only two or three players. Take care to mix up the different colours, and the plants should be placed a hand's breadth away from the fence. The plants should not touch each other. Shuffle the four scarecrow cards, face down. Each player draws a card. The cards tell you, which side of the field is yours. Take your position at your side of the field, and you are ready to play!

Aim of the game

Each player tries to hit as many plants of their colour with the rolling snail. The first player to get eight plants wins the game.

How to play

The players take turns. The person who most recently ate salad begins and takes the rolling ramp. Place the rolling ramp in front of you so that the opening points towards the field. Place your snail on the back of the ramp and give it a good push with your index finger or just let it roll down.



Rolling the rolling snail with the ramp

The rule is that the snail must always roll into the field from your side and from outside the field (the fences mark the boundaries). Try to aim well in order to hit as many plants of your colour as possible.

Score

If you tip over plants of your own colour, you may take them and place them in front of you. You must give tipped-over plants in another player's colour to that player. If your snail tips over plants that don't belong to anyone, because you are only two or three players, you may take those plants and place them in front of you. They also count towards your final score. Plants that are touched, but not tipped over, remain on the field.

Exception

If your snail knocks over the scarecrow, you may not take any plants. In this case, none of the players get plants. Just return the plants and the scarecrow to their places.

The exception doesn't apply when the scarecrow is just touched or shifted by the rolling snail. At the end of your turn, you may take your snail and it is now the next player's turn.

End of the game

The first player to collect eight plants of their colour wins and ends the game. If you are just two or three players, the plants can also be a colour that doesn't belong to any of the players.