

SNAKEBITETM

DOMINOS WITH A BITE!

To start, deal all tiles. Players stack their tiles in suits.



Left
turn

Right
turn

Straight

U-turn

Body tile suits



Tail tile



Head tile

Player with tail tile starts, building an 8-foot snake by matching body colors. (You may need to feed "Brentley" along the way.) Watch out! The last card played is the head. If it faces you, you're BITTEN!

SNAKEBITE contains:
22 body tiles • 1 head • 1 tail
12 Yum Yum cards • Rules

Rolling Bay Graphics

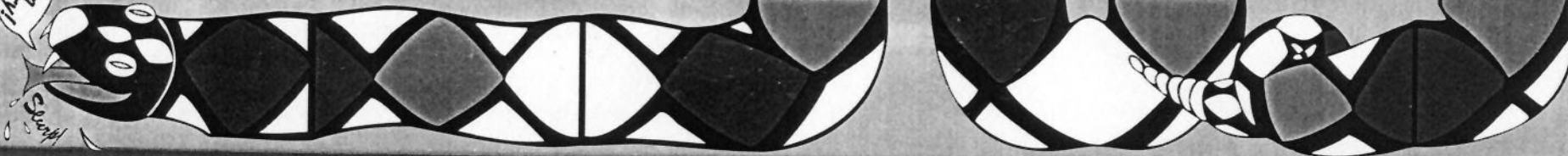
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Designed by Michael Yaeger
Patent No. 412,949

I'm hungry!

Snakebite™

DOMINOS
WITH A BITE!™



Frank S. ...

**YUM!
YUM!**

**ANIMATED DOMINOS
WITH A BITE!**

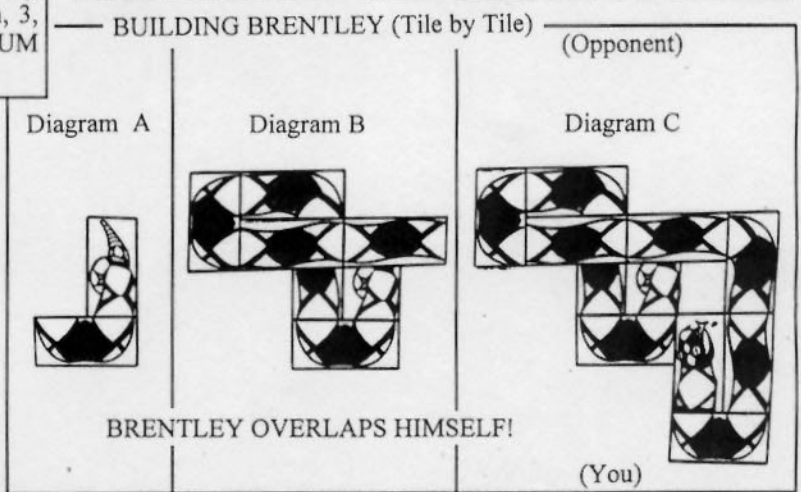
THE GAME OF SURVIVAL!

Object: Not to become Brentley's Dinner. The game is played in rounds. A round of play is completing Brentley - Tile by Tile - from head to tail. However, Brentley is one Hungry Snake. During play feed him YUM YUM cards when you have to and he will not consider you for a snack. But...if you run out of YUM YUM cards, at the next time he can,...Brentley will dine on you and you are eliminated from play. Winner is the surviving player.

Playing pieces: 24 Tiles (22 body segments plus head & tail), 12 YUM YUM cards (hot dog, cupcake, etc and latte cards - don't worry Brentley is from Seattle he loves lattes), rules & sausage maker card.
Set Up: Use a folding card table for formal play (for kids any surface will do). Tiles are mixed face down and divided equally among players. (2 players, sit opposite, and get 12 Tiles each, 3, get 8 Tiles each and four players in partnership 6 Tiles each.) YUM YUM cards are dealt out - read **scoring section** below.

Hint: For you first round of play keep the tiles you draw face up on the table. Arrange your hand in stacks according to body segments; U-turn, turn left, turn right and straight. Head tile is placed by itself in your hand and tail tile will immediately start the game. (YUM YUM card are held face down in front of you.)

How to Play: The player who draws Brentley's tail tile starts. Player to left plays the next tile. (Diagram A) Play proceeds **CLOCKWISE** with each player playing a tile in turn, building Brentley's body by completing the diamond color bands on his back; green to green, red to red. (Diagram B)
 Play continues until no more body segment tiles can be played by any player. (Diagram C) Then Brentley's head is added completing the snake and the round of play. **AT THIS TIME WHICHEVER PLAYER BRENTLEY IS POINTING HIS TONGUE AT LOSES THE ROUND AND MUST FEED BRENTLEY A YUM YUM CARD.**



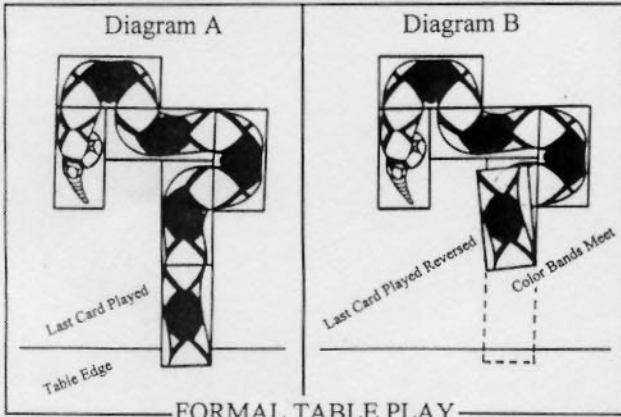
During a round of play Brentley might attempt to slip over the edge of the table and into your lap. If this happens **YOU MUST FEED HIM A YUM YUM CARD** to reverse the last tile played - this gets you out of danger. (see table play diagram below)

At the end of a **ROUND** the tiles are re-shuffled and the cycle of play continues until one player survives - **THE WINNER**. The losers are the players who have had to play all their YUM YUM cards and have lost their last chance and have become Brentley's dinner. The game takes around 30 minutes.

To reverse play at the table edge. At your table edge feed Brentley a YUM YUM card first then reverse the last tile played.

Don't feed Brentley at an unplayed edge. just reverse the last tile played.

The rule in reverse play is the same for regular play, the color band being played cannot be broken. When reversing the last tile played, place it on top of the previous card played as per diagram below.



Scoring: The YUM YUM cards are also the scoring cards. 2 players play for 5 points each (4 YUM YUM cards and a last gasp chance to win).

4 players playing in partnership can choose the amount of points they wish to play for - from 7 to 5 points (ideally play for 5 points so hand out 4 YUM YUM cards to each set of opponents - they share the score so one partner acts as scorer (during play used YUM YUM cards are put in the game box).

Adults should play the game **FORMALLY** on a card table. In games involving 2 or 3 players - at the end of play, Brentley's head card can aim at an undefended table edge. If this happens turn his head once **CLOCKWISE** and the player he is looking at must feed him. (Review Play Diagrams above) **Shuffle and deal YUM YUM cards face down.**

Sausage Maker Card: This YUM YUM card stops the game when you play it. (it turns Brentley in to a delicious sausage) If it is dealt to you keep it secret for it is your last chance to save yourself from becoming Brentley's dinner. When played, exchange the card for a YUM YUM card, re-shuffle the tiles and play resumes with another round.

Play Options: Solitaire: Simply play Brentley out, a tile at a time from the tail tile. His patterns are beautiful and always different! Fortune telling: Ask Brentley questions. Again play him out from the tail tile. When the head appears turned right the answer is YES, turned left the answer is NO. Aimed away from you, MAYBE, and at you ASK AGAIN.

Remember, Brentley will twist and turn overlapping himself several times during play. At the end of a round, Players can lose the round from all the way across the table. In Diagram C, opponent is bitten.

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