



Design: Luis Antón

Art: Jonatan Jiménez

Winter is here! The usual sounds in town, quite quiet already, are now cushioned by snow. Cold air freezes your nostrils, but it has that *comfortable* fireplace and tangerine smell you like so much. Your coat, your mittens, your gumboots... everything is ready to play in the par<SPLAT> WHAT? Someone threw you a snowball! You know what it means, right, it's a SNOWBALL FIGHT!

Gather your friends and send the other teams home, soaked in shame. Last one standing is the winner! But there may be a special mention to whoever gets more impacts... and hot chocolate for everyone!

Rulebook: v1

Number of players: 2-4

Length: 15 minutes

Components

- Two game versions: DeLuxe and LowInk, with three game modes.
- 3D6 (not included)
- 5 chips per player (from a parcheesi, or using beans, chickpeas, lentils or something similar) Not included.

Preparation

Print the game sheet and keep at hand three 6-sided dices, a pencil, a white paper to note the score down if the chosen game mode requires scoring, and five chips per player. Use parcheesi chips or some beans, chickpeas or lentils, for instance.

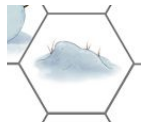
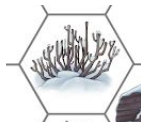
How to play

The battlefield

The game board represents a snowed park where the snowball fight takes place. It contains different kind of hexagonal tiles:



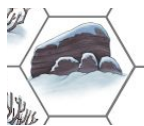
Empty tiles: they let you run and move freely.



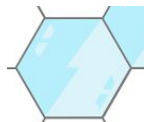
Tiles with small obstacles (bushes, rocks): you can't move through them, but snowballs can cross them. They offer partial **coverture**.



Tiles with big **obstacles** (trees, snowmen): neither you nor snowballs can cross them.



Raised tiles (rocks): they are small obstacles (so they offer partial coverture) to which you can climb to gain **advantage** when throwing snowballs, making it easier to get an impact..



Frozen tiles (ice): they allow you to slide and move quickly across the board.

Preparing the game

Starting player positions on the battlefield depend on the chosen game mode: Skirmish, Tactical or Capture the Flag. Check each mode for details.



Turn sequence

The youngest player begins and turns continue clockwise until victory conditions are met, which depend on the chosen game mode.

Three actions per turn

On each turn you must move **TWO** of your chips. With each one you can take **between one and three actions**, to distribute between MOVEMENT and THROWING. You have to use at least one action.

You can combine actions as you wish: move-move-move, move-move-throw, move-throw-throw or throw three times. Once a chip is used you can't use it again on that turn (you can't move one chip, then throw a ball with the second chip and go back to the first chip)

Movement

A movement action allows a chip to move to one of its six neighbour empty tiles. A neighbour tile is empty if it does not contain an obstacle or another chip (you can move to a raised tile, too)

Frozen tiles are special: if a chip moves into a frozen tile it will keep moving in the same direction it came from with no action cost, until it lands on an empty tile or collides with an obstacle or another chip. If a chip is standing on ice when movement begins, it does take one action as usual. Take advantage of frozen tiles to move much further!

Coverture

A chip placed next to a raised tile or a tile containing a small obstacle has a certain coverture against snowballs which trajectory crosses the coverture. Use covertures to **protect** your chips from snowballs!.



Throwing and impacts

Use a THROWING action to throw snowballs to enemy chips. Roll 1D6. If result is higher than the **Impact Value** the snowball will hit its target. If the target is far away or partially covered, the Impact Value will be higher and thus it will be more difficult to hit the target. But if the attacker is standing on a raised tile, the Impact Value will be smaller and therefore it will be easier to hit the target.

Solve throwing as follows:

1 - Calculate the **Impact Value**

- Choose a target chip.
- Impact Value equals to the number of tiles between your chip and the target chip, applying the following modifiers:
 - If the snowball trajectory goes through a small obstacle and the target is covered, add two points to the Impact Value (difficulty is raised)
 - If the attacker is standing on a raised tile, subtract two points from the Impact Value (difficulty is lowered)



2 - Roll 1D6: if result is higher than the Impact Value, the snowball will hit its target. If you invested two or three actions on Throwing, roll two or three dice at once. Each result higher than the Impact Value will be a hit.

Elimination!



A chip is out and removed from the board if at least **two snowballs** hit it on the same turn, no matter if they were thrown by the same chip or by the two chips a player can move on her turn..

Depending on the game mode, the chip will be out for the rest of the game, points will be scored or the chip will be placed on a starting tile. Check each game mode!

Game modes

Snowball Tactics comes with three game modes that look alike, but are quite different. Try them out!

Skirmish mode

2 - 4 players

Each player controls a five-chip team. **The player whose chips are the last standing on the board, wins.** Special mention to whoever scores more points. For longer gameplay, play three rounds!

Preparation

Skirmish games begin with chips placed randomly on the board. Each player will take her chips and throw them, all players at once, on the board. Then all chips will be moved to the closest empty tile. Don't think too much about it, just do it quickly! If a chip lands outside the board, place it on the closest empty tile too.

Youngest player begins and turns take place clockwise. Move chips, throw balls and take chips out until only one player stands on the battlefield.

Scoring

Take a score paper and note each player's name down. Use tally/hash marks (groups of five sticks) to note scores down:

- For each successful impact, attacker notes one point down.
- For each elimination, attacker notes three points down.

Victory

The player whose chips are last standing on the board, wins. But impacts count too! If you just want a quick game, points will just grant a honor mention for the player with the higher score.

But if you want longer games, grant a STAR to the last player on the board and another STAR to the player with the higher score (can be the same player) Whoever has more STARS after three rounds, wins!

Tactic mode

2 a 4 players

Each player controls a five-chip team. The player whose chips are the last standing on the board, wins. There's no scoring in this mode!

Preparation

Game in tactic mode begins with an empty board. Players will take turns to place one chip on an empty tile - younger player begins, then turns take place clockwise. Think well where you place them! Next to a coverture? Or near a raised tile? Maybe close to your own chips to offer defense? Or maybe behind enemy lines?

Victory

When a chip is eliminated it's out for the rest of the game. The player whose chips are the last standing on the board, wins.

Capture the flag mode

2-6 players

Each player controls a five-chip team. You'll need a special chip for the flag (a coin, for instance). The player who takes the flag to her side of the board, wins! In this mode chips will be able to carry the flag: when one of your chips carries the flag, run for it! But make sure to defend it from enemy snowballs. If an enemy chip takes the flag, make sure it doesn't leave the board with it.

Preparation

Each player begins with her chips aligned on the side of the board that is closer to her, trying to leave at least an empty side between other players. Choose opposing borders if playing two players, for instance. Place the flag chip on the central tile. Will you dare a SIX players game? (try just three chips per team)

In and Out

When a chip is removed from gameplay its owner must place it outside the game board. On her next turn she will be allowed to move any eliminated chip into the board again, placing it in any empty tile of her board side.

Grabbing and dropping the flag

When a chip lands on the same tile where the flag lies, the flag is grabbed. From that moment, the flag will move with the chip. If the chip is eliminated the flag will be left on the tile the chip occupied, for any other chip to grab it.

Victory

The player that manages to move a chip of her own carrying the flag to her side of the board, wins.

Thanks for playing!



ROLL&PLAYMEDUSA

Follow us to receive updates

Facebook <https://www.facebook.com/RollandPlaymedusa/>

Twitter https://twitter.com/roll_playmedusa

eMail rollandplaymedusa@gmail.com

Want more games?

<https://rollandplaymedusa.itch.io/>

Not sure about some rules?

Do not worry! We may have some tutorials in our YouTube Channel

<https://www.youtube.com/channel/UCZFvHVUuqzCUGjXR7kZEtyg>

or you may ask our chatbot!

<https://www.messenger.com/t/RollandPlaymedusa>