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SNACKIE

STRATEGY GAME

For 2–4 players
Age: 8+
Duration: 30 min.

CONTENTS

- 7 boards
- 12 animal figures
- 21 food tokens
- The rules



The mouse runs from the cat, the cat flees from the elephant, and the elephant escapes from the mouse. These three friends are on a quest for food in the fields, but there's a catch: they fear each other. Can you strategize to avoid their chases and secure your food?

Let the chase begin!

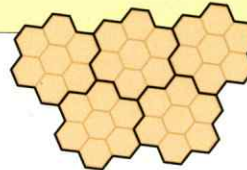
PREPARATION

- 1. Assemble the Playing Field:** Arrange the appropriate number of game boards based on the number of players. Place the boards side by side in random order, as shown in *Example 1*. Return any unused boards to the box.
- 2. Set Up the Food:** Distribute food tokens on the game boards: place a fish token on each river space, a grain token on each wheat space, and a peanut token on each cave space. Each marked space on the board should receive one food token, as shown in *Example 2*. Return the remaining tokens to the box.
- 3. Choose Your Color:** Each player selects a color and receives three animal pieces of that color: a mouse, a cat, and an elephant. Remember, even though these animals are on the same team, **the mouse is always afraid of the cat, the cat is always afraid of the elephant, and the elephant is always afraid of the mouse.**
- 4. Position Your Animals:** The youngest player starts, followed by the next player in a clockwise direction. On their turn, a player places one of their animals on an empty space on the board that does not contain a food token. Then, the next player takes their turn. **Important: There can only be one animal per space.** Do not place your animal on a space next to an animal space that it is afraid of. For instance, a cat can be placed next to a mouse, but a mouse cannot be placed next to a cat, even if it's the same player's cat (see *Example 3*). Continue until all players have placed all their animals on the board.

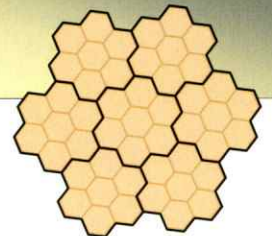
Example 1



For 2 players, use 3 boards



For 3 players, use 5 boards



For 4 players, use 7 boards

Example 2



Example 3



GOAL OF THE GAME

The objective is to be the first player to collect 5 food tokens.

HOW TO PLAY

The youngest player starts, followed by the next player in a clockwise direction. **On a player's turn, they must first ensure that none of their animals are standing on a space next to an animal that frightens them:**

- If there are no such animals, the player may move one of their animals to a nearby unoccupied space, which may contain food (see *Example 4*). If the space contains a food token that matches the animal in that space (**grain for a mouse, fish for a cat, peanuts for an elephant**), the player takes the token.
- If one of the player's animals is next to an animal it fears, the player must use their turn to move the frightened animal (or animals) to an adjacent safe, unoccupied space, which may contain food. If no adjacent safe space is available, the player must move to the nearest free safe space (see *Example 5*). If the new space contains a suitable food token, the player takes it.

Note: If a frightening situation happened to be overlooked after a player's turn, it is up to the player's turn to correct it (player's turn).

END OF THE GAME

The game ends when a player collects their 5th food token, making them the winner.

Example 4



Example 5



ADVANCED VERSION

The advanced version introduces more movement options and requires greater strategic skill. Play this version only after becoming familiar with the basic rules.

When a food token is collected, it reveals a marked space on the board. Three new rules apply:

The game ends the same way as the basic version: when a player collects their 5th token.



Tunnel: If a mouse is standing on a cave, it can travel (crawl) to any other cave visible on the board in a single move.



Wheat Field: If an elephant scares a cat standing in a wheat field, the cat can move without using a turn. During the player's turn, they can move the cat and another of their animals (or move the cat twice).



River: If an elephant moves through a river, it gains an extra turn, allowing it to take two steps in one move.