



**SNEKAGON**  
**5G**

## LEGEND

Welcome to the snake kingdom. SNEKAGON 5G is an abstract game for 2 to 5 players, in which you will try to build a longer snake than your opponents.

SNEKAGON 5G follows the principles of the basic two-player game but includes 5 colour sets and 5 game boards. Each colour set represents one specific snake type, which in addition to the basic tiles also contains two unique large ones (different for each type) consisting of 5 hexes.

The game has been designed in collaboration with snake experts, who have carefully divided these unique 5-hex tiles into pairs and assigned them to each snake type according to their behavioural or appearance similarities to match their characteristic features. You can choose the type of snake to play with by the shape of the unique tiles.

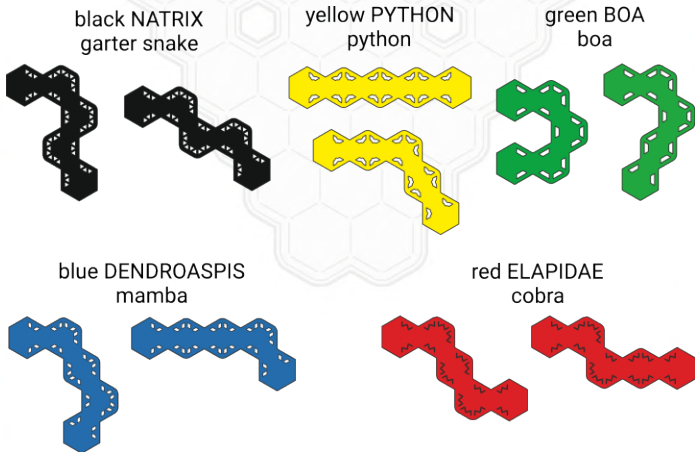


Figure 1 – Special tiles for individual snake types

## COMPONENTS

### 1. 5x game board



The game boards represent separate floors of a common 3D space.

### 2. 5x snake set in 5 different colours. Each set includes:

- 2x special snake tile made of 5 hexes (unique for each colour)
- 4x snake tile made of 4 hexes
- 2x snake tile made of 3 hexes
- 1x snake tile made of 2 hexes
- 1x snake tile made of 1 hex

### 3. 30x open brown piece of clay

### 4. 5x closed brown piece of clay

### 5. 1x rulebook (collector's edition only)

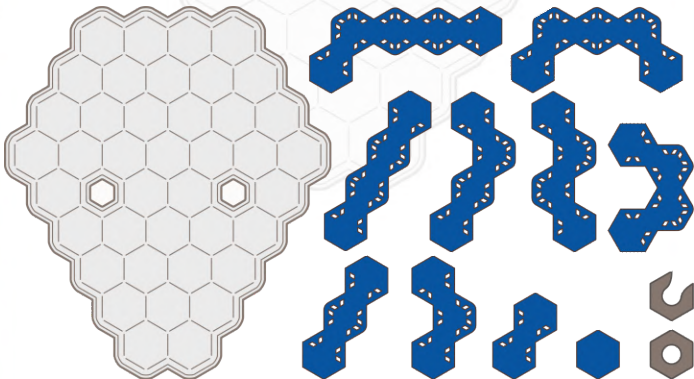


Figure 2 – List of game components (example of the blue snake set)

## AIM OF THE GAME

The game aims to create a longer snake (consisting of more hexes) than the opponents. During the game, you can also create multiple snakes that you can try to connect together. Only one (longest) snake counts as the final score for each player.

## GAME SETUP

1. Each player chooses a type (colour) of snake and receives all its tiles in the chosen colour.
2. Place all the brown clay pieces in the middle of the table. Arrange the game boards in a circle around them so that they all face the same direction.



Always use as many game boards as there are players present.

3. Choose a starting player – whoever stroked the snake last starts.

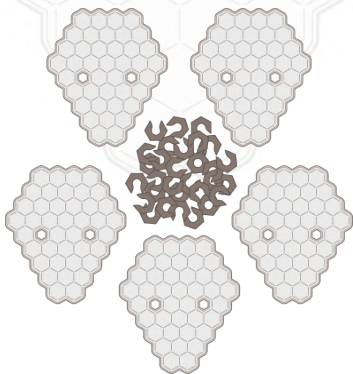


Figure 3 – Layout of game boards in a five-player game

## GAMEPLAY OVERVIEW

During the game, players take turns building snakes from their tiles. However, the snake must not touch itself, which is highlighted by decorative cuts on the sides. You can only connect the individual parts of the snake with the end part that does not have the decorative cuts.

Following rules must be observed when building snakes (see [Figure 4](#)):

- The snake must not touch itself
- It is not allowed to make sharp turns
- Branching of the snake is not allowed
- Snakes that belong to the same player may not touch each other



It is possible to place a tile to connect the start and end of one snake. It does not count as touching, but this snake cannot be extended anymore.

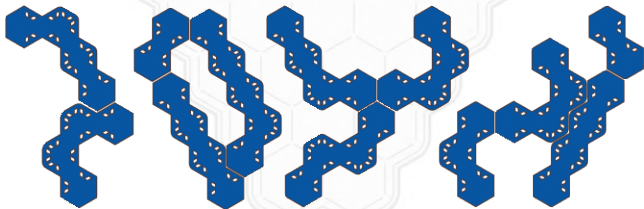


Figure 4 – Breaking the rules for building a snake

On each turn, place **one tile** from your supply on the available spaces on the game board. You have one of the following three options:

### 1. Creating a new snake

Place a snake tile on available space on any board so that it does not touch any other tile (yours or your opponent's).

A snake tile may not be placed on either of the two holes (eyes) on the game board or already placed snake tiles.

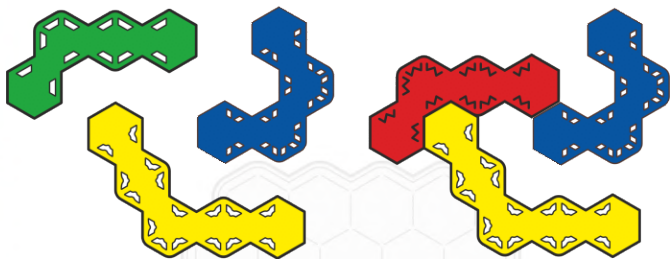


Figure 5 – Correct creation of the green snake (left) and incorrect creation of the red snake (right)

## 2. Extension of the snake within the same floor

Place the snake tile so that it connects to your snake at one of its ends. You can also connect two of your snakes in this way. A tile placed in this way **can touch the opponent's tiles**.

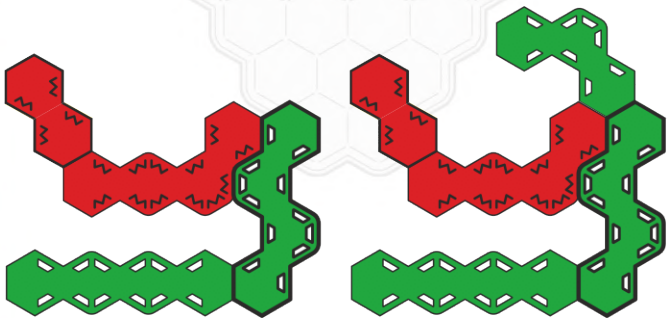


Figure 6 – Examples of correct placement of the highlighted part of the green snake

### 3. Extension of the snake by escape to another floor

Drill the snake into the clay and continue in any direction from the **same field** on any of the adjacent floors. There are always only two adjacent game boards available (or one in a 2-player game) – the closest ones clockwise and counterclockwise.



Remember that the snake tile may not be placed on either of the two holes on the game board or in a space occupied by another player. A newly placed tile may touch an opponent's tile.

Mark both the place where you drilled the snake into the clay on the previous game board and the place where you came out on the new game board with brown clay pieces. Place them on the corresponding edge hexes of the snake with the open end facing the body of the snake (as shown in [Figure 7](#)).



If you have extended the snake to a new floor with a single hex tile, **do not mark it** with a clay piece, as it is still ready to continue in all directions. Mark the snake piece when extending it in subsequent turns with either an open clay piece if you continue on the same floor, or a closed clay piece if you drill further into the next adjacent floor. In either case, the clay piece is used to indicate that this snake tile, consisting of one hex, can no longer be extended.

If a player cannot make his turn (because he has run out of tiles or can no longer place any tiles under the rules), he/she passes the turn and an opponent plays.

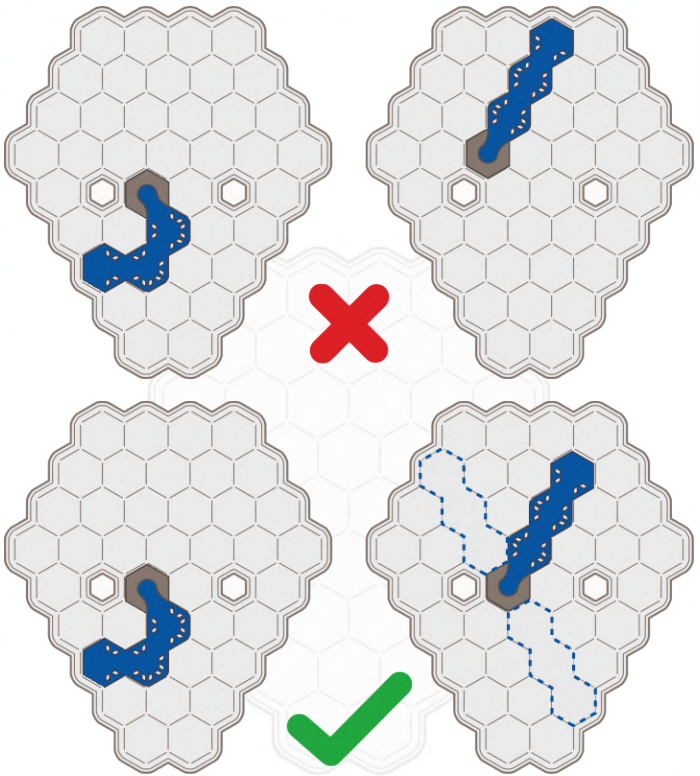


Figure 7 – Incorrect snake extension due to continuation from a different field (top) - Correct snake extension including other options (bottom)



## END OF THE GAME

The game ends when no player can make their turn. Players count the number of hexagons of their longest snake, and the player with the highest number wins the game. In the event of a tie, the players share the victory.

## ADVANCED GAME

The advanced game represents a new challenge. The difference from the basic game is as follows:

If the snake is extended by escaping to another floor, players cannot continue in any direction but must continue in the same direction as if they extended the snake on the previous game board. In other words, when extending the snake between floors, players must not deviate more than 60 degrees from the original direction (as shown in [Figure 8](#)).

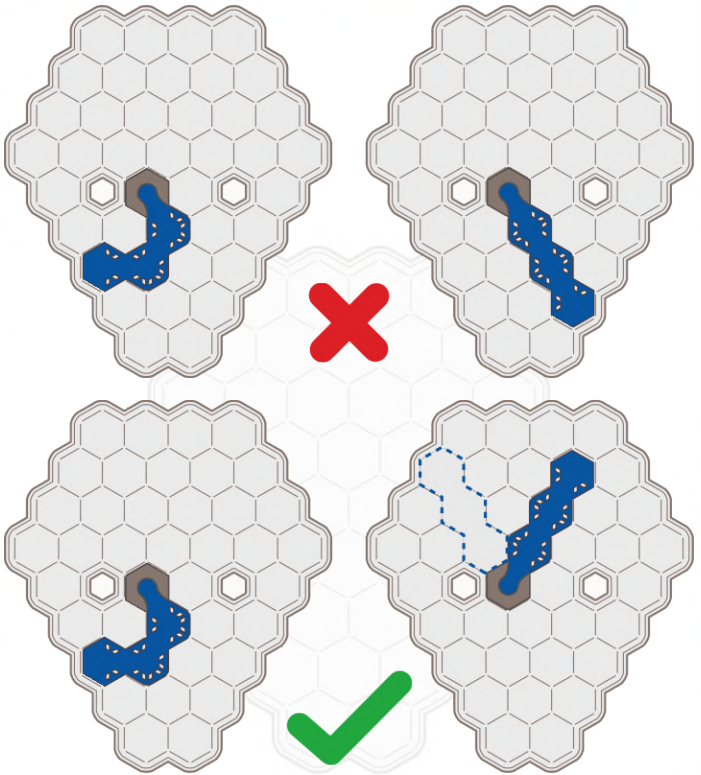


Figure 8 – Incorrect extension of the snake in the advanced version of the game due to failure to follow the direction (top) - Correct extension of the snake including another option (bottom)

## CREDITS

- Game designers: Adam Španěl and Matyáš Veselý
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- Rulebook editing and translation: Vladimír Dražil
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## SPECIAL THANKS

Special thanks to Reddit users from the /r/snakes forum for their help with assigning special 5-hex tiles to individual snake types.



RATTLESNAKE  
AREA

