

# SNOW TAILS

## SoloPlay™ Rules

(Original game design by Fraser and Gordon Lamont, Asmodee Games © 2009)

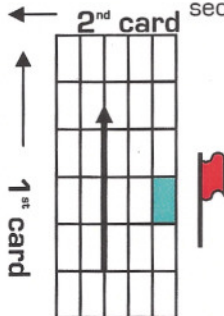
Additional rules 2009 SoloPlay™

**Introduction:** The game Snow Tails was designed for 2-5 players. The SoloPlay™ rules have been designed to give a single player the opportunity to play a game with a similar level of challenge. The following rules have been play-tested extensively to ensure that the game is balanced and is as true as possible to the original concept. It is assumed that the player has a good knowledge of the original rules to be able to play this variant.

**Game Play Goal:** To score the most points possible after 3 races/rounds. Depending on how many hazards the player decides to use will determine the level of the scoring victory. There are 9 victory levels.

### Game Setup:

1. Choose a color and take a matching sled token, sled mat and a dog deck of the color.
2. All track pieces will be used beginning with the starting line and a non-hazard straight length. Continue extending track altering between curves and straight pieces until only the finish line and a straight remain which will end the track.
  - a. Setup requirements:
    - i. Must include 1 snow drift
    - ii. The straight length after the starting line and immediately before and after the finish line cannot be flipped to the hazard side.
  - b. The player can freely choose the track direction as long as the flags on the side of the track align.
  - c. The player will be awarded bonus points for including both snow drifts, 1 or both chasms, 1 or both tree sections, and/or 4 opponents.
    - i. Setting the opponents: (optional)



1. Using a dog deck, draw 2 cards and choose a non-hazard straight length. The 1<sup>st</sup> card will represent the spaces forward on the straight length. 1 is the row on the straight length furthest from the finish line. The 2<sup>nd</sup> card drawn will represent the position from the red flag side of the track. A 1 is the column closest to red side of the track. **Example:** Draw a 3 and then a 1. Place the sled 3 spaces from the back end of a straight length and closest to the red side of the track (1). See **Diagram**. Repeat the process for the 3 other opponents.

2. The player can choose to place each sled facing forward or backwards. It will determine which direction the opponent sleds will move initially. See **Moving the Opponent Sleds**.

3. Take a set of brake markers 1-5 and place the #3 within the sled. The other markers are placed to the right of the player's sled. Refer to the player's aid for unused brake placement.
4. Shuffle the dog deck. Deal 5 cards to the player. Also place 3 cards face up next to the sled mat. These will provide the player a look ahead at the cards coming available and reduce the luck of the draw. Refer to the player's aid for card placement.
5. **Balanced Dog Sled Bonus Stack:**
  - a. Create a complete stack of brake markers (1-5) and place above the player's sled. The player can stack the markers in any order. These markers may be used once each, in order from top to bottom, when the player is able to balance the dogs during the race. If it is your 1<sup>st</sup> time playing, set them in descending order 5 to 1, top to bottom.
6. **Choosing a starting position:**
  - a. After the player looks at the cards in hand, the player can decide whether to draw additional card(s) by starting the sled in the 4 or 5 position on the track. If so, the player draws 1 or 2 additional cards and then must discard 1 or 2 cards depending on the number of cards drawn reducing to a 5 card hand. There is a strategic element with this decision. If it is your first play, choose to start in the 1 to 3 position.

### Playing the game:

1. The card play will be similar to the normal multi-player play except when refilling the hand.
  - a. The player may play up to 3 cards of the same number. Move the sled normally taking dent cards etc. as a result of the movement.
    - i. **Exception:** For the player to play to the brake, the number must be different from the number currently in the brake position.



- ii. **Balanced Sled Bonus:** If the dogs are balanced after the 1<sup>st</sup> turn, the player may add the top number on the balanced dog stack in full to the player's movement, this is optional. Set the top number aside if the bonus is taken. The player can only use the bonus if it advances the sled. The brake can create a negative movement but to use the balanced dog bonus the bonus must move the sled forward. **Example: 1 and 1 on the dogs and 3 on the brake.** This is a negative 1 (2-3=-1). As long as the balanced dog bonus is greater than 1 the play is legal.
  - b. If 1 card is played the player will draw the card in the #1 position, unless a dent card is taken.
  - c. If 2 cards are played, the player has 2 options when refilling the hand after taking dent card(s) which reduces the number of cards the player can draw: (See **Taking Dent Cards**)
    - i. Take the cards in the #1 and #2 positions **and** optionally move the top draw stack card to the discard.
    - ii. Take either the #1 or #2 position cards **and** the top draw stack card into hand **and** optionally move either the #1 or #2 card not taken to the discard.
  - d. If 3 cards are played, the player has 2 options when refilling the hand plus 1 bonus action after taking dent card(s) which reduces the number of cards the player can draw: (See **Taking Dent Cards**)
    - i. **Bonus action:** Before placing cards on the dogs the player may move 1 of the top dog cards, that will be placed over, to the discard pile.
    - ii. Take all 3 face up cards **and** optionally move the top draw stack card to the discard pile
    - iii. Take any 2 face up cards **and** the top draw stack card **and** optionally move the card not taken to the discard pile
  - e. **Taking Dent Cards:**
    - i. If dent cards are taken, fewer card(s) are drawn but 1 card can still be moved to discard if 2 or 3 cards were played. It is the player's choice as to which card to move to discard.
      - 1. If the player is required to take dent cards that exceed the 5 card hand limit the extra dog card(s) in hand are placed **out of play**.
- 2. **Playing a card to the brake:**
  - a. Unlike playing to the dogs, the player may play a card to the brake **only** to change the number.
  - b. Once for every brake number played, the player can discard the card played.
    - i. **Note:** Discarded cards will be reshuffled to be played again when the deck is depleted. To keep track of this keep the unused brake tiles to one side of the sled mat (right).
    - ii. When the 1<sup>st</sup> number is played causing the player to remove the 3, place the #3 with the unused tiles.
    - iii. All used tiles should be placed to the other side of the sled mat (left) to indicate that the player can not discard to the brake to reuse the brake marker, but must take the card **out of play**, not to re-enter the game.
    - iv. The player may play the same number to the brake multiple times during the game but each subsequent play takes the card **out of play**.
  - c. **Strategy note:** Learning how to play to the brake is important to getting the extra cards in play so that the player can achieve a victory condition.
- 3. **Moving the Opponent's Sleds:** If the player has chosen to play with the opponent sleds, then the sleds are moved as follows: (the sleds will move left and right in the same row during the game)
  - a. A sled facing forward moves 1 space towards the red flag on the track. When the sled reaches the red flag side edge position, the sled is turned facing backwards.
  - b. A sled facing backwards moves 1 space towards the green flag on the track. When the sled reaches the green flag side edge position, the sled is turned to face forward.
  - c. An opponent required to move to the player's position causes the player to draw a dent card. The player must immediately remove one card from the hand out of play.
- 4. Advance the face up cards to a lower position (left) and/or refill (#3 card to the #2 position and the #2 cards to the #1 position in an example of a single card play)
  - a. If the draw stack is emptied, shuffle the discards, fill any face up positions needed and replace the draw stack.
- 5. Continue taking turns until an end game condition has been reached.

#### End of Game Conditions:

1. All cards have been played.
2. The player passes the finish line. **Note:** Do not refill the hand after crossing the finish line
3. 5 dent cards taken before crossing the finish line (score 0 points for the round).

### Scoring the End Game: (combine all elements to determine total round score)

1. **Ending position:**
  - a. **7** points for passing the finish line.
    - i. **Finish Line Efficiency Bonus: 1 point** for each dog card remaining in hand.
  - b. **4** points for ending in the last length before the finish line.
  - c. **1** point for ending in the **2<sup>nd</sup>** to last length before the finish line. (last curve section)
  - d. **No** points for ending in the **3<sup>rd</sup>** to last length
  - e. **Subtract 2** points for ending in the **4<sup>th</sup>** to last length
  - f. **Subtract 4** points for ending **5** or more lengths from the finish
2. **Dent card scoring:**
  - a. No dents: (safe sledding award)
    - i. Pass the finish line - **4** points
    - ii. In the last length before finish line - **5** points
    - iii. In the **2<sup>nd</sup>** to last length - **6** points
  - b. **1** dent:
    - i. Finish - **2** points
    - ii. Last length - **3** points
    - iii. **2<sup>nd</sup>** to last length - **4** points
  - c. **2** dents:
    - i. Finish - **1** point
    - ii. Last length - **2** points
    - iii. **2<sup>nd</sup>** to last length - **3** points
3. **Track setup points/bonuses:** (points awarded for setting up the track with the following hazards)
  - a. Tree length - **2** points for the **1<sup>st</sup>** and **3** points for the **2<sup>nd</sup>** each (**5** points max)
  - b. Chasm length - **1** point each (max **2** points)
  - c. Use both snowdrifts - **1** point
  - d. **4** opponents - **1** point
4. **Suggestion:** use the unused brake markers to track game score/setup bonuses through the **3** rounds.

### Starting a New Round:

1. The player can change the layout of the track between races in an attempt to score additional points or to add variety. This is optional. The player may also play the same track **3** times.
2. Reset/rearrange the track and play **2** more rounds.

### Game Ratings: (after **3** races/rounds)

1. **28 - 30** VPs - Game victory
2. **31 - 33** VPs - Major victory
3. **34+** VPs - Complete game victory
  - a. **Determining level scoring:** (Points are as a result of track setup points/bonuses earned regardless of race results. Keep track of these as you play each round and total at the end.)
    - i. **Easy** is **0-2** setup points
    - ii. **Normal** is **3-5** setup points
    - iii. **Hard** is **6+** setup points
      1. **Examples:**
        - a. Including both snow drifts in all **3** races and scoring **32** total points would give the player a normal level, major victory. **1** bonus point for the inclusion of the **2<sup>nd</sup>** snowdrift in each race/round, **3** pts.
        - b. Including both tree sections in **1** race, both snowdrifts in another and scoring **34** total points would give the player a hard level, major victory. **5** points for having both tree sections in **1** race and **1** point for the **2<sup>nd</sup>** snowdrift, **6** pts. This is the highest victory condition.

### Strategy Session:

1. The initial sled placement and starting hand are important to getting the round off to a good start.
2. Setting up multi-card plays can be important in planning future actions.
3. The player should have a goal to play at least **3-4** cards to the brake to increase the number of turns to reach the finish line. Remember that different brake numbers played go to the discard to return to play. Duplicates are removed from play not to return.
4. The track setup can add up to the victory points needed to gain a higher level victory.



## Snow Tails – SoloPlay Player's Aid

When the player balances the dogs the top bonus marker can be added to the movement. This will affect the "speed" of the sled for dent cards.

Place a complete set of brake markers 1-5 in any order here

Balanced Dog Bonus Stack set aside once each is played

Place dog sled here

### Scoring Markers (Play 3 rounds)

(# of hazards points used determines play level, 0-2=Easy, 3-5=Normal, 6+=Hard)  
28-30 points (Game Victory) / 31-33 (Major Victory) / 34+ (Complete Victory)

Play 1 card  
Draw this card

Play 2-3 cards  
Optionally draw this card or place in discard and take the top draw stack card.

Face Up

#1 Card

Play 2-3 cards  
Optionally draw this card or place in discard and take the top draw stack card.

Face Up

#2 Card

Play 3 cards  
Optionally draw this card or place in discard and take the top draw stack card.

Face Up

#3 Card

### Brief Rules Summary

**Track Setup:** Must include 1 snow drift. Start with starting line and a non-hazard straight length then alternate between any curve and straight lengths until the finish line with a non-hazard straight length before and after the finish line. All track lengths will be used. End round points will be earned for increasing the track difficulty by including hazards.

Place 3 faceup cards next to the dog sled mat. Draw 5 cards and up to 1-2 more for starting in position 4-5 on the track. Discard down to 5 cards to start round.

Cards are played to the dogs normally but playing to the brake requires the number to be changed. Once for each brake # the player may discard to play to the brake. Future turns duplicated brake cards are removed from play but still can be used to change the brake. Move the starting brake 3 to the unused markers with the 1<sup>st</sup> play to the brake.

Playing 1 card, the player will draw the card in the #1 position  
Playing 2 cards, the player can choose from the top draw card and the #1 and 2 card positions optionally discarding 1 of those cards for later play, keeping 2 cards  
Playing 3 cards, the player can choose from the top draw card and any faceup card optionally discarding 1 of those cards for later play, keeping 3 cards. Additionally, before playing onto the dogs, one of the top previously played dog cards can be moved to discard for later play.

Dent cards limit the number of cards that can/will be drawn but the privilege of discarding a card(s) will still apply.

### Unused Brake Markers

1

2

3

4

5

### Used Brake Tokens

### Discard Pile

Reshuffle when drawstack is emptied

Created by playing "unique" cards to the brake or by playing 2-3 cards in one play

Cards played to the brake must change the number. The card played to the brake is discarded once for each # then taken out of play for any duplicate # plays. A brake # can be used multiple times.