



# Cobra

**A GAME FOR CUNNING SNAKE-CHARMERS**

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## **MATERIAL:**

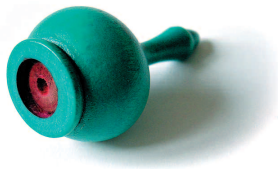
(completely wooden)

- 25 coloured snake segments  
5 in each of 5 colours
- 19 uncoloured snake segments
- 3 baskets  
(with no mark / two single marks /  
two double marks)
- 1 snake's head
- 5 bottles  
marked with a colour underneath



## **PREPARATION:**

- The baskets are put on the table.  
There should be enough space around each of them. Since it is part of the game to pile up the segments, the other two snakes should not be affected in case of one collapsing.
- The snake segments are provided in the top of the box.
- The five bottles are "shuffled" and distributed to the players. Each player gets one bottle and thus his "secret colour". Underneath each bottle there is a colour mark, which must be kept secret to the other players! The rest of the bottles are taken out of the game, their colours also kept secret.



## COURSE OF THE GAME:

Players take turns in piling the segments in the baskets, so these coil upwards. At his turn, each player takes one coloured segment of his choice and one uncoloured segment and puts them onto a snake already started or starts a new one inside an empty basket. He may distribute the two segments to two different baskets, but uncoloured and coloured segments must be piled alternating.

### To place the snake's head:

At the beginning or at the end of his turn, players may place the snake's head on top of one of the snakes or – if it is already placed – to replace it on another snake. This must be announced. Right after the announcement the other players one after the other may raise an objection against the placement of the snake's head. The first doing so has to name the secret colour of the player who wants to (re)place the snake's head. Is he guessing right, the snake's head must not be (re)placed. If he is guessing wrong, the snake's head can be (re)placed. If the guess was right, the debunked player has to reveal his secret colour, if the guess was wrong, the colour is kept secretly further on.

A player who guessed wrong, is neither permitted to replace the snake's head in the course of this game anymore, nor to raise an objection against somebody else's announcement to replace it.

### Passing:

On his turn, a player may also pass (place no segments). If passing, he still may try to replace the snake's head. If passed for one round, a player can go on as usual in the next round.

## END OF THE GAME:

The game ends,

- when all players pass in a row (nobody placed a segment)
- immediately, when a snake is collapsing

Now, every player reveals his secret colour and scoring takes place.



## SCORING:

For each player, the segments of his colour score as follows (for snakes without the snake's head on it):

- in the basket without a mark: 0 points
- in the basket with the single marks: 1 point each
- in the basket with the double marks: 2 points each.

BUT for the snake with the snake's head on it:

- in the basket without a mark all coloured segments score 2 points each.
- in a basket with marks (single or double) all coloured segments score 0 points.

### In case a snake collapsed:

- If the game ended because a snake collapsed, the player causing the collapse scores 0 points. For the other players, the segments of the collapsed snake score as usual.
- If the snake collapsed during the attempt to place the snake's head on it, the attempt is considered a failure and the snake's head remains on the snake it was taken from for scoring.

We recommend to note the score and play several games in a row.

### You can also try the following additional rule:

In each basket, the topmost coloured segment scores 2 points, no matter where the snake's head is placed.

We wish you a calm hand and - first of all - much fun!

the Chili-Team

Translated by Daniel Danzer

