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# CARGOLINO VALENTINO



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***A crazy snail race where the winner will be the slowest***

*Ladies and gentlemen! The biggest sporting event is about to begin, THE SNAIL RACE. All players get ready in the starting line with a clear goal: AVOID TO BE THE FIRST WHO ARRIVES TO THE FINISH LINE.*

## COMPONENTS

- 6 snail figures
- 6 snail cards
- 4 color dice
- 20 shell tokens
- 1 board
- Rules of the game

## GOAL

Players should use the result of the dice to move the snail figures of the other players so that their snails remains in last position at the end of the race.

## READY, STEADY...

- 1) The board is placed in the center of the table.
- 2) Whatever the number of players place the 6 snail figures in the initial stone with the multicolored flags.
- 3) Each player receives randomly their snail cards, keeping them hidden to the other players:

*2/3 player - 2 cards of each player*

*4/5/6 players - 1 cards of each players*

Return the remaining cards (if there are any) to the box keeping them hidden.

- 4) Place the shell tokens at one side of the board.

- 5) The player who had arrived later will be the initial player and take the four colored dice. He will do the first turn of the race.



## THE RACE BEGINS

The players take turns going in clockwise direction.

During the turn each player will do the following actions in this order:

- 1st) The player roll the 4 dice simultaneously and them,
- 2nd) Move the snails

### Move the Snails

The player chooses one of the dice he has rolled and, depending on the color obtained in the roll, he advances one square a snail that meets one of the next conditions:

- The snail color is the same as the result of the dice
- The snail is in a square whose color is the same as the result of the dice.

After moving the snail that met one of the previous conditions, the player passes the die used to the next payer (the one on your left) and proceeds to do the same with the other dice until he has used the 4 dice rolled.

### Example 1:



With a red result, the payer can choose to move the red snail to the white square or to move one snail from the red square to the green one.

In this case, he can move the red snail (1) from the yellow square, or the green (2) or the yellow (3) that are in the red square.



### Notes:

- From the initial square, the esno with the multicolored flags, you can move any snail using **any** color
- The 4 dice rolled **must be used**

### Example 2:

Paul, Robert and Martha are playing a game. It is Martha's turn. Her snail are the white and the purple; but she does not know which ones are from Paul neither which ones are from Robert.

Martha rolls the dices and gets the following result:



Then she decides to use the dice results in the following order:

**1st) PURPLE:** She uses the purple result to move the yellow snail from the purple square to the blue square. Another option would be to use the dice to move the purple snail but she prefers not to move the snail because it is one of her snails. Then she passes the dice to Robert who is the next player.

**2nd) BLUE:** She uses the blue result to move the yellow snail again (which is now in the blue square) to the red square. Then she passes the dice to Robert.

**3rd) RED:** She uses the red result to move the green snail from the red square to the green square. Then she passes the dice to Robert.

**4th) GREEN:** She uses the green result to move the green snail from the green square to the yellow square. In this case there are no other options. Then she passes the last dice to Robert.



The final position of the snails can be seen here:

## END OF THE RACE

The race finishes when at the end of a turn, one or more snails have reached to the final stone.

Then the players reveal their snail cards and they receive as many shell tokens as the number that appears in the squares of the board where their snails are placed.

### Note:

*In the last turn of the race, when a snail has reached the square of the final stone, if no snail can advance with the result of a dice due that snail is in the final stone and there are no other snail in a square of that color then that dice result is ignored.*

### Example 3:



Paul, Robert and Martha have finished the race. Robert has finished his turn with the blue snail in the finishing square. Three players show their snail cards which were hidden until now. Then for each snail, each player obtains as many shell tokens as the number that appears

in the square where they are placed. Martha's snails are the purple (she gets 3 shell tokens) and the white (1 shell token); for a total of 4 shell tokens. Paul receives 3 shell tokens: 1 for the blue snail and 2 for the red one. Robert also obtains 4 shell tokens: 2 for each of his snails, the yellow and the green.

## WINNER

The game consists of two races. After finishing the first race, players keep in front of them the shell tokens they have obtained and prepare the next race in the same way. Players will receive their snail cards randomly again, so it is possible that they repeat color in both races. In the second race, the starting player will be one who ended up with the dice at the end of the first race.

The player who has more shell tokens, after finishing the second race will be the winner of Formula Snail.

In case of a tie, the winner will be the player who ended the second race with a snail behind the snail or snails of the other player. If the tie result still remains, they will share the victory.