

Giant Snail Will Not Prevail!

Introduction:

Giant Snail Will Not Prevail! is a game for 3 players about saving planet Earth from a Giant Space Snail, and then positioning yourself to claim power in the aftermath! It takes approximately 60-75 minutes to play, and is suitable for players aged 10 and over.

Scientists have observed a foreign object on a collision course with Earth, and upon closer examination it appears to be a gigantic *Helix Pomatia*, or escargot! Presumably it seeks to avenge its smaller cousins and restore their place at the top of the food chain. Citizens of Earth must band together and find a way to prevent this monster from wiping out human civilization the only way we know how - by building an equally gigantic snail-fighting robot! But who will emerge from the rubble as our leader to unite us as never before, so that humanity can stand on its own amidst the perils of deep space monsters?

Contents:

- 33 metal tokens
- 33 energy tokens
- 60 worker tokens (20 each in red, blue and black)
- 1 leader token
- 15 vote tokens
- 12 randomizer tokens
- 1 snail card
- 1 robot card
- 6 robot section cards
- 12 region cards
- 2 "Event 0" cards
- 26 "Event 1" cards
- 6 "Event 2" cards
- 9 technology cards
- 1 space card
- 1 compass card
- 3 resource tracker cards
- 3 scoring cards

Printing:

Everything required to play the game is on a single template document - that is, no page needs to be printed twice. Once the template is printed, cut out all the tokens and cards.

Tokens can be used as-is or backed with cardboard. Cards have both a front and a back side, and so we suggest either gluing each side onto backing cardboard or inserting them into clear plastic card sleeves, perhaps with a regular playing card inserted in the middle for structural support.

Although we recommend printing with color, the game is perfectly functional if printed in black and white. The cards that use both sides during gameplay are the robot section cards and the region cards; all other cards use only a single side during gameplay and the reverse side is used simply for identifying their card type, and so could be inserted into opaque card sleeves if desired. Additionally, the snail card and robot card can optionally each be set into a stand so that they stand up without obfuscating the card below them.

Setup:

1. Place the 12 region markers “destroyed”-side-down in a 3*4 grid. They may be placed in numerical order according to the card index number or randomized, depending on player preference.
2. Place the robot cards illustration-side-down in a group.
3. Shuffle the “Event 1” deck and place the two “Event 0” cards on top in numerical order. Set the “Event 2” deck aside.
4. Shuffle the technology deck, then remove the top 2 cards and turn them face-up to form the technology marketplace.
5. Place the space cards near the region cards and place the snail marker in the “2” slot.
6. Separate 13 worker tokens of each player color to form 3 worker “pools”. Place the remaining worker tokens in reserve.

How to play:

The aim of *Giant Snail Will Not Prevail!* is to survive the attack of a Giant Space Snail emerge with the most vote tokens, thus granting you the title of President of the Earth. Players take turns placing their workers on region cards to collect resources, research technologies and contribute towards building the robot. When the snail attacks, it will roam around the region cards, killing workers and leaving only ruins in its wake. Once the robot is constructed, players will be able to control it and use it to attack and defeat the snail. Finally, players will begin the task of rebuilding civilization and one of them will be elected the leader of a united earth, winning the game!

To begin the game, each player picks a randomizer token at random and places a single worker of their color from their pool on the corresponding tile in an available worker slot (for details on worker placement, see the “Action Phase” section below). The player who picked the highest number takes the leader token.

Each round consists of several phases: the **Action Phase**, the **Resolution Phase**, the **Event Phase** and the **Cleanup Phase**.

Action Phase:

Starting from the leader, each player will execute a single action and pass control clockwise until every player has executed 2 actions. An action can consist of either taking a worker from that player's worker pool and placing it on a region, or relocating a worker from one region to another. To place a worker on a region, put it in an empty worker slot in that region; two workers cannot occupy the same slot, and if there are no available slots then the worker cannot be placed on that region and returns to the pool instead. Workers from different players can co-exist on the same region and even in the same row of worker slots, with the exception of the R&D Labs; once a worker has been placed on a row of worker slots in an R&D Labs region, workers belonging to other players cannot be placed on the same row until the whole row is cleared. If a player does not wish to execute an action, they may forfeit their remaining actions for that round.

Each region card "belongs" to a player (identified by color and the symbol in the upper-right of the card), but this has no impact on gameplay until the end of the game (for more detail, see the "Game End and Scoring" section below). Any player can place their workers in any region.

Resolution Phase:

a) At the beginning of the resolution phase, Mine and Solar Farm regions produce metal and energy resources respectively. For each row of worker slots filled on a Mine or Solar Farm region card, each player who has a worker on at least 1 slot in that row can take 1 of the corresponding resource tokens. Rows produce no resources if they are not completely filled.

Note that workers do not return to their owner's worker pool after resources have been collected; they remain in their production slots until moved by a player or killed by the snail.

b) Once all players have collected their resources, players begin resolving completed R&D Labs slots. Starting from the leader and proceeding clockwise, if that player has a full row of workers on an R&D Labs slot, they may choose to resolve that row by returning those workers back to their worker pool and claiming one of the two face-up cards in the technology marketplace. The player then resolves the text on the technology card. All technology cards are resolved immediately with the exception of the robot enhancement cards, which are kept by the player for later use. Once a technology card has been resolved, reveal the top card of the technology deck and place it in the empty marketplace slot. For more detail on individual technology cards, see the "Technology Cards" section below.

Note that a player is not forced to resolve a row of R&D Labs workers, they may choose to do so in a later round instead.

c) Once players have finished resolving R&D Labs, they resolve Factories. Starting from the leader and proceeding clockwise, if that player has a worker on a Factory slot they may choose to resolve that slot by removing the worker from the Factory and placing it on a construction slot. Construction slots can be found on robot section cards, and researched robot enhancement technology cards. Each construction slot has an associated resource cost next to it which must be paid when the Factory worker is placed there; if the cost cannot be paid, the worker remains on the Factory slot.

Instead of placing the Factory worker on a construction slot, the player may use the worker to rebuild a destroyed region card. For more detail, see the “Rebuilding Regions” section below.

Note that a player is not forced to resolve a Factory worker, they may choose to do so in a later round instead.

If placing a worker on a robot section slot completes all slots on that card, flip the section card and place the workers on the new slots on the illustration side. That piece of the robot is now completed! If all pieces of the robot are completed, the robot is finished and is ready to save the day. The leader selects a randomizer token without looking, and places the robot on the corresponding region. Keep worker tokens that have been used to build the robot sections on their slots - they remain there for the rest of the game.

Event Phase:

The leader reveals the top card of the event deck and resolves it. Once the event has been resolved, if the snail is alive it wreaks havoc on the region it is on. If the robot has been constructed, it can now move and initiate combat with the snail. There are 3 types of event cards: Event 0, Event 1 and Event 2. These cards work as follows:

a) Event 0 cards simply dictate the initial movement of the snail as it approaches Earth. Follow the text written on the event card and place the card in the discard pile.

b) Event 1 cards dictate the movement of the snail around the region cards. There are 5 types of Event 1 cards: North, South, East, West and Burrow. In the event of a Burrow card, the leader selects a randomizer token without looking and moves the snail to the corresponding region card. Otherwise, the snail moves to the adjacent region card in the given compass direction. Region cards are considered to “wrap” from East to West (and vice-versa) and from North to South (and vice-versa), so if the snail would move off an edge it re-emerges on the other side. The event card is placed in the discard pile.

c) Event 2 cards come into play once the snail is dead and the players are re-building the world. To execute an Event 2 card, simply follow the text written on the card and place the

card on the discard pile. If there are no more Event 2 cards to execute, the game ends! For more detail, see the “Game End and Scoring” section below.

Once the event card has been resolved it is placed in the event discard pile.

If the snail is still alive and is not on the space card, it destroys the region it is currently on. Flip the region to the “destroyed” side, and remove all workers on that region. These workers do not return to their respective pools - they are dead, and it’s all your fault! Thoughts of your failure and how you could have better protected them will haunt you for the rest of the game. Place them in reserve with the other unused worker tokens. Every time a region is destroyed, the top card of the event deck is placed in the discard pile.

If the robot has been built, the leader can now choose to move it. Moving the robot requires the leader to spend 2 resources of their choice per point of movement, up to a total of 2 points of movement. For each point of movement, the robot can move directly North, South, East or West. Just as with the snail, region cards are considered to “wrap” from East to West (and vice-versa) and from North to South (and vice-versa), so if the robot would move off an edge it re-emerges on the other side.

If the snail has already been defeated, the people of Earth decide to adapt the robot for construction use. The leader may now opt to use the robot to rebuild the destroyed region that it is on, without using a factory worker. Other requirements for rebuilding a region still need to be fulfilled. For more detail, see the “Rebuilding Regions” section below.

If instead the snail is still alive and the robot is on the same region as the snail, it initiates combat! First, starting with the leader and moving clockwise, any player that has researched and constructed a weapon attachment may use it to deal damage to the snail. Once weapons have been used, and regardless of whether any weapons were used at all, the robot deals its 3 base damage to the snail. Damage is dealt to the snail by discarding cards face-down from the event deck - cards discarded by a player weapon are given to that player, and cards discarded by the robot’s base damage are put in the event discard pile.

If at any point there are no more event cards left in the event deck, the snail is defeated! Remove the snail card from the game, but keep the robot card where it is. At this point, replace the event deck with the “Event 2” cards.

Cleanup Phase:

If any player has more than 10 resource tokens, they must discard down to 10. They can choose which tokens to discard.

Pass the leader token clockwise.

Rebuilding Regions:

Each destroyed region has slots that workers can be allocated to in order to rebuild that region. When the players are resolving factory workers, a player may use their factory worker to rebuild a region which has a worker in each of its worker slots, of which at least 1 belongs to that player. In addition, that player must pay a resource cost as indicated on the card in order to rebuilt the region.

If the robot is on the region, the leader may rebuild that region in the Event Phase without requiring the use of a factory worker. Note that this occurs after the Resolution Phase, so any player able to rebuild that region by using a factory worker would have had the opportunity to do so already.

When a region is rebuilt, it is flipped back its original position. Workers that were used to rebuild the region and the factory worker used to rebuild it are placed in empty slots on the rebuilt region by the rebuilding player. Any workers that cannot be placed this way return to their owner's worker pool.

Once the robot has been completed, the act of rebuilding a region awards 1 vote token to the player who rebuilt it.

Game End and Scoring:

The game ends when there are no more "Event 2" cards left in the event deck, or at the end of a round once all destroyed regions have been rebuilt. At this point, the citizens of Earth decide to elect a president to lead them through this troubled time of gigantic space monster attacks and prepare them for the future.

To determine the winner of the presidential election, players are allocated additional vote tokens according to the 4 scoring cards, and the player with the most vote tokens is declared President of Earth. In the event of a tie, the tied players form a coalition of victory and rule Earth together. The scoring cards allow players to gain vote tokens in the following ways:

Hail Our Metal Saviour:

For each robot section card, 1 vote token is awarded to the player that has more worker tokens in that section than any other player. In the event of a tie, no vote is awarded for that section.

Additionally, the player who has the most combined worker tokens on all sections of the robot is awarded an additional 1 vote token.

Monster Killer:

For each 3 "Event 1" cards claimed by a player through weapon attachment damage, that player is awarded 1 vote (in the event of a tie, each tied player is awarded 1 vote). An additional 1 vote is awarded to the player who has claimed the most "Event 1" cards through weapon attachment damage (in the event of a tie, each tied player is awarded 1 vote).

Nationalism:

The player with the most worker tokens on non-destroyed regions that belong to that player gains 1 vote. In the event of a tie, each tied player is awarded 1 vote.

International Cooperation:

The player with the most worker tokens on non-destroyed regions that do not belong to that player gains 1 vote. In the event of a tie, each tied player is awarded 1 vote.

Alternatively, the game can end in defeat for all players if at any time one of the following conditions are met:

a) all regions of a given type (Factory, Solar Farm, Mine or R&D Labs) have been destroyed.

b) 7 or more regions have been destroyed.

If this happens, the snail has destroyed too much of our civilization for humanity to ever recover. The people of Earth looked to you to save them, but it seems their trust was sorely misplaced.

Technology Cards:

The technology cards used in the game are described in detail here:

Battle Fork, Flambé Thrower and A Salt Rifle:

These are weapon attachment cards for the robot. They may be purchased even if the robot has not yet been constructed. Each attachment card has a single construction slot that may be used by a Factory worker belonging to the player who owns the attachment card. Once constructed, the owner gains the ability to deal damage to the snail at the beginning of combat by paying a resource cost specified on the card. Event cards discarded this way are kept by the player who owns the attachment and used at the end of the game to award vote tokens.

Salt Ring and Defenders:

These cards are placed on a non-destroyed region when researched, and the player who researched it places one of their worker tokens from their pool onto it to indicate ownership. They act as a form of defense against the snail, and if the snail attempts to enter a region with one of these cards on it, the card is resolved, discarded and the player owns it claims a vote token for their heroic defense of the region. If the snail is defeated, any of these cards remaining in play are discarded **without** awarding vote tokens and any workers on them are returned to their owner's worker pool.

Malacologist, Robotic Labor, Salvage:

These cards are resolved immediately as they are researched, and discarded.

Credits:

Giant Snail Will Not Prevail! was created by Aaron Lim, Adam Kirkland and Stephen Schulze for Global Game Jam 2015. Special thanks to Stacey Borg and everyone else who helped us playtest it, as well as Giselle Rosman for organizing the Jam, and everyone who helped to make it happen. We had a blast and look forward to returning in the future.