

How to Play

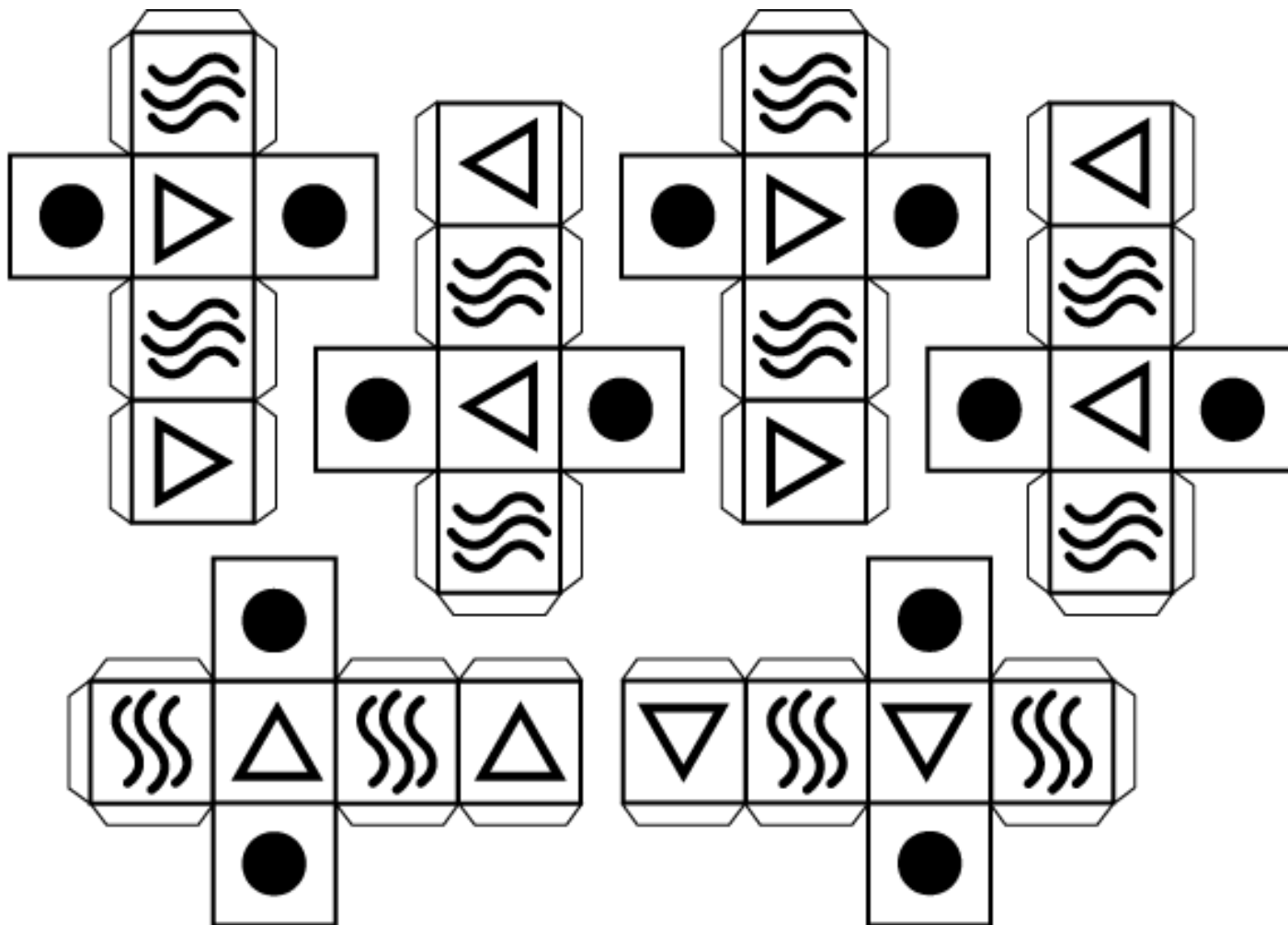
- 1:** Place triangular Fox tokens and serpentine Snake tokens on the outside edge of the mandala, one at each intersection of lines.
- 2:** Choose player tokens and place in the center of the mandala.
- 3:** Recite the invocation, "Courage to strengthen, fire to blind, music to dazzle, iron to bind," then make the sign of the Snakes and Foxes with your finger: a triangle, point down, with a sinuous line through it.
- 4:** The players move first, starting with the youngest, then moving **clockwise** around the board.
- 5:** Roll the dice. For each black dot you roll you may move along a line to any adjacent intersection, assuming the arrow on the line points in the way you wish to go. Some lines allow movement in only one direction, others both. You **must** use all your movement, but you may reverse direction and return to the intersection you just left, so long as the arrows allow. You **may** occupy the same space as another player.
- 6:** When each player has moved, it is the Snakes' and Foxes' turn. The oldest player rolls the dice and moves one Snake or Fox for each corresponding symbol rolled. For example: if three Snakes and one Fox are rolled, three Snakes may move one space closer to the nearest player token, but only one Fox may move.

Snakes and Foxes closest to player tokens move first. If the distance is the same, the oldest player must move the piece closest to their own token first, then proceed **counter-clockwise** around the mandala until the tie is resolved. Snakes and Foxes always proceed along the shortest route to a player, but **may not** share spaces. If the closest piece to a player token cannot move, the next closest one must move instead.

If a Snake or Fox touches a player token, that token is removed from the mandala and placed on one of the triangle symbols on the corners of the board. When all player tokens are captured, then game ends.
- 7:** Players win the game if they are able to reach the outside edge of the mandala and then return to the center without being caught.

***Ta'veren* version:**

A single player chooses one token to begin the game. (Multiple players may use other markers for their additional tokens, such as rocks or coins.) Upon capture, that token as well any Snake or Fox which touched it are placed on the corner triangles, and the *ta'veren* chooses a new token, which is placed in the center space. Note: No Snake or Fox token may cross onto the center wheel. The game ends when all four player tokens are captured. Conditions for winning are the same.



Assembly Instructions:

- 1: Print on paper or cardstock.
- 2: Cut out board, game pieces, and dice templates. Laminate game pieces if desired.
- 3: Assemble dice by folding along straight lines and taping or gluing tabs inside each die. Alternately, substitute any 6-sided dice, using rolls of 1 or 2 for Foxes, 3 or 4 for Snakes, and 5 or 6 for player dots.