

Snow TIME

Rules



It's that time of the year again...
The Old Sacred Tree is covered
with enormous and delicious fruit.

The five neighboring villages have each sent
their champion to defend their honor and collect
the precious fruit, but they're in for a special harvest...
a snowball fight could occur sooner than you think!

Will you fight for your spot at the top of the tree, or play it clever to try
and harvest the mysterious mana that glows from its roots?

Let the show begin... it's Snow Time!

Objective of the game

In Snow Time, players use their cards on the different levels of the tree (1 to 7) to collect fruit and mana. There are 3 ways to score points in the game:

Fruit, Fight, Mana.

When you score one point, regardless of its type, you move one space forward on the scoring track.
The first player to reach the last space of the scoring track wins.

Components



- 1 Board
- 2 Dice
- 15 Fruit tokens
- 5 Wooden Totem Markers
- 50 Cards

For each color:

- 1 Wooden Totem Marker
- 7 Character Cards (numbered 1 to 7)
- 3 Special Cards:

Healer - Watcher - Blizzard



Setup

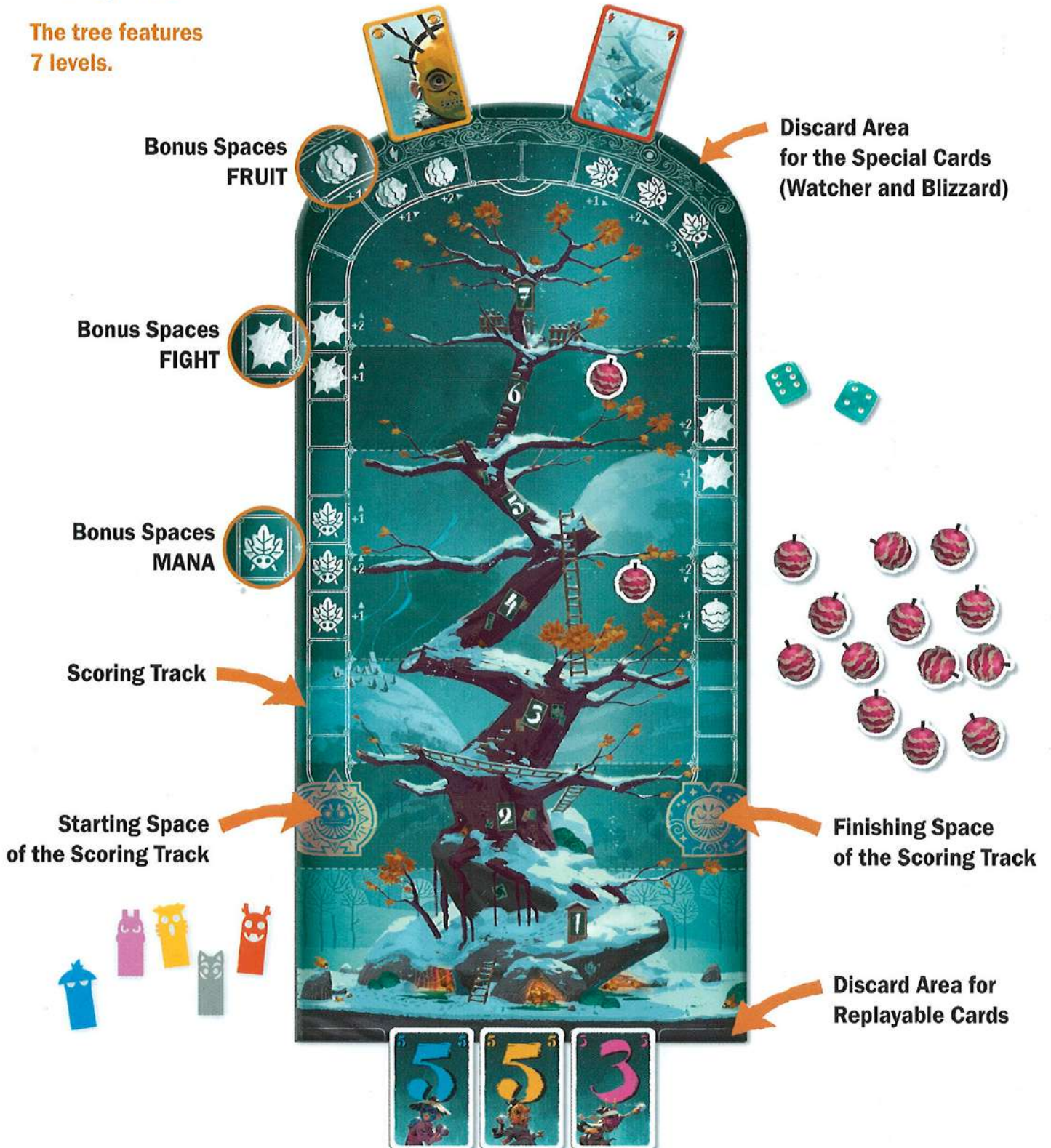
Each player:

- places their Totem Marker on the starting space of the scoring track (bottom left)
- take the 10 cards in their color.

Place the dice and the fruit tokens next to the board.

The Board

The tree features 7 levels.



How to Play

1) Place the Fruit

At the beginning of each round, 2 Fruit tokens appear on the tree : the youngest player rolls the 2 dice. Place one Fruit token on each level indicated by the dice results (if you roll a double, place 2 Fruit tokens on that level).

- Notes:**
- A fruit stays on the board as long as no one takes it.
 - If there is no fruit left, do not roll the dice.
 - If there is only one fruit left, roll 1 die only.
 - No fruit can appear on the 7th level.

2) Play a Card

Each player chooses a card from their hand and place it facedown in front of them. Then, the cards are simultaneously revealed and placed next to the matching levels of the board.

Note: see p.6 for the 3 special cards.

3) Resolve Actions

Important: Actions must be resolved level by level, from the top to the bottom of the tree. Actions must be resolved in the following order:

**A. Special Cards - B. Fight
C. Fruit - D. Mana - E. Bonus**

A. Special cards: see p.6

B. Fight

A fight occurs if:

1) **Several characters occupy the same level.**

All of these characters fall from the tree: they are all defeated and their cards are discarded. Each player gains 1 Fight Point for each other defeated character.

2) A character is **alone** on a level, and there is one (or several) character(s) on the level that is **directly below**. In that case, that character defeats all the characters that are on the level below: they fall from the tree and their cards are discarded.

The character that won the fight gains 1 Fight Point for each defeated character and stays on the tree.

Since actions are resolved from top to bottom, your character can be “saved” if the characters directly above are defeated by another character that is higher on the tree!

Important: Character cards are always discarded faceup. Sort them by color so that everyone can see their number at any time.

C. Take Fruit Tokens

Each character that is still on the board after the fight takes all the Fruit tokens from their level and score 1 Fruit Point for each Fruit token they took. Then, place the Fruit tokens back in the reserve.

D. Mana Points

At the end of a round, the lowest character on the tree gains 1 Mana Point.



Resolving Actions - Example:

- **Marie** played her 6 card, **Vincent** and **Anna** played their 5 card.
- As a result, **Marie** defeated two characters (2 Fight Points) and took 3 Fruit tokens (3 Fruit Points). She moves her red marker 5 spaces forward and ends her move on Fight Bonus +2, moving 2 extra spaces.
- **Vincent** and **Anna** fell from the tree because of **Marie**. They discard their 5 card and do not move.
- Since no one took the fruit on the 5th level, they remain here.
- **Hugo** played his 4 card, defeating **Nina** that played her 3. As a result, **Hugo** scores 1 Fight Point, AND 1 Mana Point since he's now the lowest in the tree. Plus, he's lucky enough to end his move on a Mana Bonus space that grants him one extra space.
- **Nina** was defeated by **Hugo**, so she defeats her 3 cards and does not move. No one took the fruit that is on the 3rd level, so it stays here.



E. Bonus Spaces & End of Round

There are several special spaces on the scoring track.



Mana



Fight



Fruit

If you end your move on a bonus space after scoring, you immediately advance 1, 2 or 3 extra spaces (depending on the space), provided you scored at least 1 Point **of the matching type** during this round.

- Bonus points are not cumulative, even if the first bonus leads you to another bonus space.
- There can be several player markers on the same space.

F. Players recover their character if they are still in the tree.

A new round begins ! Follow steps 1 to 3 (p.4).

Special cards

A special card must be played facedown, exactly like a Character card.

It is revealed simultaneously with other cards.



1. Healer (unlimited)

Recover up to two of your cards from the discard area.

Particular Case: If you played all of your cards, you recover them all, not just 2 of them. However, waiting too long to recover your cards considerably restrains your possibilities.

Note: The **Healer** can never be discarded, even if a **Blizzard** was played on the same round. Players always recover their **Healer** at the end of the round.



2. Watcher (once)

After all cards have been revealed, choose a card from your hand and play it.

Particular Case: if two or more players play a **Watcher**, all of these players must choose their other cards, play it face down, and reveal them simultaneously.



3. Blizzard (once)

All the Character cards played this round are discarded. The player that played **Blizzard** scores **1 Fight Point** for each discarded Character card. If that player ends their move on a **Fight Bonus** space, then that player scores the bonus.

If several players played **Blizzard** during the same round, then they all score 1 point for each discarded Character card.

The **Watcher** and **Blizzard** cards are permanently discarded (faceup) after use.

Reminder: discarded cards

- All discarded Character cards (1 to 7) can be recovered with the **Healer** card and therefore should be placed in the discard area at the **bottom** of the board.
- The **Healer** card can never be discarded and always comes back in hand at the end of the round.
- The **Watcher** and **Blizzard** cards **can only be used once** and should be placed in the discard area at the **top** of the board after use.
- All discarded cards must be placed **faceup** and sorted **by color**.

End of the Game & Winner

As soon as a player marker reaches the last space of the scoring track, he wins instantly.

The other players do not score their points!

Remember that actions are resolved from top to bottom, so a player that occupies a higher level can win the game before other players have a chance to react.

Reminder: How to Resolve Actions

Actions must be resolved from **top to bottom** in the following order:

- A) Special cards
- B) Fight
- C) Fruit
- D) Mana
- E) Bonus (if any)

Advanced rules: 2-player Variant

In a 2-player game, both players take 2 colors. The first player to reach the last space of the scoring track (with one of their two colors) wins. Two different colors can fight on the tree even if they are on the same team.



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Special Thanks

From the designer - Thanks to all the playtesters, particularly Anne, Paul & Joséphine, my buddies from Lannion, Eric Meyer for his ideas, and Gilles Laurencin for demoing the game at Parthenay. A very warm thank you to the team at Lui-Même for being so friendly, serious, passionate and meticulous, and for all the work that they did for this project!

From the artist - Thanks to Philippe des Pallières that trusted me, and to the whole team at Lui-Même for their work and dedication.

From the publisher - Thanks to Bruno Faidutti and Delphine Montalant for their precious proofreading work.

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© éditions « lui-même », September 2018

