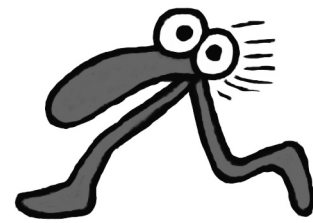


SNITS!



Design & Art: Tom Wham

Production Artist: Justin De Witt

Venerable Aid: Brian J. Blume and Dave Conant

Development and Playtesting: Mike Carr, Jeff Dee, Ernie Gyax, Tim Kask, Rob Kuntz, Mark Meier, Orlow der Grosse (Joe Orlovski), Dave Sutherland, Dave Trampier

Inspiration: E. Gary Gyax

2003 Edition Development: Steve Jackson

2003 Edition Playtesting: Mark Cogan, Fade Manley, Giles Schildt, Mia Sherman. Special thanks to many, many players at Necronomicon 2003!

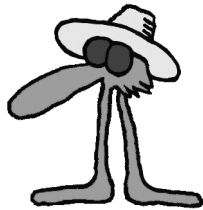
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This box contains two games that deal with the lives of the creatures on a planet that is "Floating In Timeless Space." If you haven't read the introductory cartoon yet, please unfold the map and read it. It explains what's going on . . .

Components

- Two-sided gameboard. One side is for *Snit Smashing*, and one for *Snits' Revenge*.
 - Three cardboard sheets of game pieces, with:
 - 84 Snits (21 per color)
 - 4 Smashes (one per color)
 - one large Snandergrab
 - a Bolotomus Primus token
 - a Senior Snit Clan token
 - 18 Runnungitms
 - 15 Snorgs
 - 9 Makums
 - 4 Splops
 - and a single Spark of Life.
 - Two six-sided dice.
- You'll also need pencil and paper for each player.



SNIT SMASHING

A game for 2 to 4 players.

A Bolotomus waits by the side of the sea. A Snit scurries out of the surf, squeaking a lusty "Go! Go!" as it rushes toward a Snandergrab. A desperate run . . . The Snit makes it and plants his Snotch . . . Pow! More Snits . . . The new Snits swarm from under the Snandergrab and plunge into the sea. Since they are the only creatures there, they frolic peacefully underwater . . . Until the awful moment when they get the URGE. The hapless Snits, driven from the safety of the sea by a force they don't understand, once again rush out onto the beach seeking a Snandergrab for their hot little Snotches.

The Bolotomi are aware of the needs of the Snit. They go to great lengths to push Snandergrabs down from the hills to the beach for the Snits. If there were no Snits, what would the Bolotomi smash?

Smash? Did we say *smash*? Indeed, yes! A Bolotomus that could not smash Snits would most certainly waste away for lack of anything better to do. *Snit Smashing* is a game about the

never-ending struggle of the little Snit to survive in a world full of bored Bolotomi.

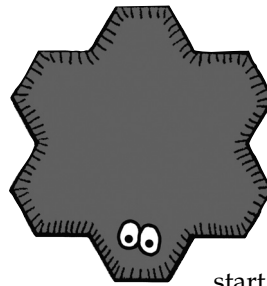
About the Snits

Each Snit counter has a name and number. The number is the Snit's Speed, which may range from 4 to 7. This is the number of hexes it may move on the map in a single bound.

Some Snit counters also have a badge (a hammer or lightning icon), which is not used in this game.



About the Snandergrab



The Snandergrab is an inscrutable living thing, which appeared on this world long before there were Snits . . . or even Bolotomi. Though incapable of movement on its own, this wonderful creature is intimately involved in the life cycle of the Snits. You will note from its peculiar shape that it occupies seven hexes on the playing area. At the start of each Run (from or to the sea), the center of the Snandergrab is placed in Hex D10.

Outline of the Game

Each player assumes two roles.

On the one hand, you play the part of a bored Bolotomus, smashing Snits on the beach and keeping score.

On the other hand, you control the destiny of a clan of Snits, struggling for survival in a pointlessly hostile world.

As a Bolotomus, you attempt to smash the Snits belonging to the other Bolotomi. As the Snits, you are striving to make it to the Snandergrab, reproduce, and get back to the sea alive. There will be two winners of the game. The Bolotomus who smashes the most Snits achieves a Bolotomus victory. The clan of Snits with the most surviving Snits achieves a Snit victory. If one player manages to win both victories, it's a Grand Slam.

A game of *Snit Smashing* consists of four phases:

1. A run from the sea to the Snandergrab (six bounds, or turns), followed by reproduction.
2. A run from the Snandergrab to the Sea (survival is all that matters here).
3. A second run from the sea to the Snandergrab (six bounds), followed by reproduction.
4. A final run to the sea (after which the winners congratulate one another).

An important thing to remember: It is possible for a Bolotomus to smash his own Snits. This will, of course, kill them, but these Snits do not count for keeping score. A Bolotomus only scores points for smashing Snits belonging to the other players.

Find more smashing good fun at
www.sjgames.com/snits/

Prepare for Play

1. Unfold the map to the *Snit Smashing* side and lay it flat on the table. It depicts a bit of the sea and the sandy beach where all the action takes place.
2. Each player selects a set of 21 Snits and the SMASH! of the same color. Place the Smash face up in front of you. Turn all your Snits face down and mix them up.
3. All players roll the dice. The high roller becomes the Bolotomus Primus. Place the Bolotomus Primus token in front of that player.
4. Place the Snandergrab (the funny-shaped brown thing with eyes) on the shaded area of the map, so its center is in hex D10. Note that this is the only time the Snandergrab may be placed in such a manner that part of it extends off the playing area.
5. Each player now draws four of his Snits and puts them face up, in the starting hex for his clan. This is the sea hex with the Snit in the appropriate color. These four are your parent Snit (who has run to the Snandergrab once, reproduced, survived, and returned to the sea) and his three offspring. Your face-up Snits are called "Active."
6. All your remaining Snits are kept face down, near the playing area. You will draw additional Snits from this pool if any of your Active Snits make it to the Snandergrab.
6. Every player will need a pen or pencil and a piece of paper, to write orders.

Sequence of Play

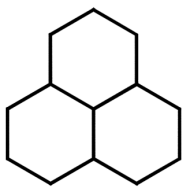
I. The First Run to the Snandergrab

Beside the map is a track marked "Bound." Put a marker (whatever's handy) in the "1" box. This shows that it is the First Bound.

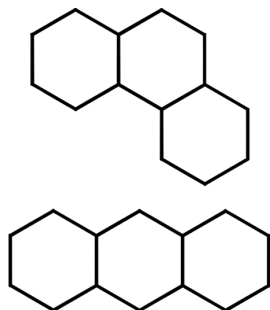
1. Write Bolotomus Intentions

All players write down what their Bolotomus will do, and then fold the paper over and keep it secret. As the Bolotomus, you have two choices: Smash or Move.

The Smash of a Bolotomus covers three adjoining hexagons with a common center. *Examples: C6, C7, D7 or G4, G5, F5.* A Smash must be completely in the field of play. You *may* Smash partially or completely on the Snandergrab (because it might be moved by another Bolotomus).



Legal



Illegal

As an alternative, a Bolotomus may **Move** the Snandergrab. To indicate a move, simply write the word "move" followed by the center hex of the Snandergrab's destination. *Example: Move to E3.* The Snandergrab may never be moved to a place where any of it extends out of the field of play (it started on D10, but that is the only time the Snandergrab is allowed to extend off the map). Likewise, no part of the Snandergrab may be in the blue Sea hexes.

2. Move Snits

Once all Bolotomi have folded their secret orders, it is time for the Snits to move. Starting with the Bolotomus Primus, and proceeding in a clockwise order, each player moves **one** of his face-up Snits out of the sea toward the Snandergrab. Snit movement continues, in order, until all players have moved all of their Active Snits.

Snits may move any number of hexes, up to their Speed. Every Snit must leave the sea on the first turn, and may not return to the sea during this run. Once out of the sea, a Snit is not required to move (but it ought to.) Movement may not be saved for a later turn.

Stacking Limit. This is very important. Only one Snit may occupy each hex at the end of the Bound. This *does* hold true even for the hexes under the Bolotomus, so only seven Snits can possibly reach safety on any one turn! However, it is legal to move *through* a hex occupied by another Snit.

Hint: Turn each of your Snits sideways or upside-down as you move it, so you will be able to tell which ones have moved.

Strategy: Hopefully, each Bolotomus will remember where he is smashing, and will not move his own Snits into these spaces (although this does happen, and everyone else laughs). It is the intent of the designer that you *not* look at your orders after you fold them, but if you find yourself smashing your own Snits too often, you may create a house rule to let players check their own orders while they are moving.



It is often a good tactic to stay near another player's Snits to avoid being smashed. Another sneaky strategy is to move your Snits all around, but not into, the area of your Smash, thus tempting rival Snits to their doom.

3. Reveal Secret Orders

After the Snits have moved, it's time for the Bolotomi to reveal their orders. Starting with the Bolotomus Primus, and in clockwise order, each player reveals the location of his Smash or Move. If a Smash was ordered, the player puts his Smash counter on the map to show where he struck.

Priorities: Each Smash instantly kills any Snits it hits, so if two or more Bolotomi Smash the same hex or hexes, the first one to Smash gets the kill(s).

If more than one Bolotomus moves the Snandergrab, the *last* one to read his orders places the Snandergrab.

The Protection of the Snandergrab: After all orders are read and the Snandergrab is moved, any Snit who is under any of the seven hexes of the Snandergrab has achieved nirvana and is immune to smashes that may fall there. These Snits are taken off the map and placed, face up, in front of the owning player (they will reproduce at the end of Bound 6).

The NO NO. If a Bolotomus moves the Snandergrab so that it ends on top of his own Snits, those Snits are **NOT** protected by the Snandergrab. (In their scurry for safety, they overshoot). Instead, they are placed on top of the Snandergrab, and may be the victims of any smashes that fall on them.

Garbled or Inaccurate Orders: If a player writes an order than nobody, including himself, can read, nothing happens (no smash, no move). If the orders for a smash do not describe three adjoining hexes, no smash occurs!

Keeping Score: Any Snits smashed by their owners are out of play and returned to the game box. Smashed Snits belonging to an opponent are kept as trophies, face up in front of the scoring player, for all to see and admire (or lament).

4. Is the Run Over Yet?

The Run to the Snandergrab consists of a maximum of six bounds . . . each bound, players write orders, move and then smash Snits. If it is currently not the end of the sixth bound and there are still Active Snits running around on the playing area, the Bolotomus Primus moves the Bound marker to the next number, and passes the totem to the player on his left (who becomes the new BP). Now return to Step 1 (above).

If it is the end of the sixth bound, or all Active Snits are either dead or safely under the Snandergrab, it's time for REPRODUCTION! (Much rejoicing if you are a Snit.)

5. Reproduction

Any Active Snits who haven't made it to the Snandergrab by the end of Bound 6 are sportingly placed under the Snandergrab by the Bolotomi. However, life in the open is hard on a Snit. Place such Snits in a face-up area separate from those who reached safety on their own.

Players now randomly draw three face-down Snits from their pool for each surviving parent Snit. Place the new offspring underneath their parent. If you run out of face-down Snits, you're done reproducing (each player is limited to 21 total Snits). All living Snits will reproduce unless you're out of face-down Snits in your pool.

Any Snit that was placed under the Snandergrab at the end of Bound 6 by the mercy of the Bolotomi will still reproduce . . . but it immediately dies!

Once these fatalities have been tossed into the game box, it's time for the Run To The Sea. The BP re-sets the Bound marker to "1" and passes the BP totem to the player on his left.

II. The First Run to the Sea

This is played in the same manner as the run to the Snandergrab, with the following exceptions:

The Snandergrab is returned to its starting position. (You may remove the Snandergrab counter and pretend it's there, since the Snandergrab isn't moved during this phase of the game.)

All Snits start under the Snandergrab. Yes, this violates the stacking rules. Don't worry about it. Snits making their move from under the Snandergrab may count their movement from any hex of the Snandergrab. It doesn't matter exactly where they were underneath it.

In this phase of the game, the parent Snits, along with their offspring, are trying to get safely to the sea. Bolotomi may only write Smash orders . . . the Snandergrab may not be moved. A Smash may be written to fall partly on the Snandergrab; if so, it has no effect on any Snits remaining underneath.

Once a Snit moves into the Sea, it is safe, and is placed face-up in front of its owner. There is no reproduction in the sea – just survival.

Snits may lurk in safety under the Snandergrab for as long as they wish, but if a Snit does not make it back to the sea by the end of the sixth bound, it dries up and dies! Remove it from play.

III. The Second Run to the Snandergrab

This is done in a manner identical to the First Run to the Snandergrab, and ends in more reproduction.

IV. The Second (and Final) Run to the Sea

This is identical to the First Run to the Sea. When all the Snits have reached the sea (or dried up at the end of the sixth bound), the game is over.

The Winner!

All players now compare their totals. The player with the most living Snits has won the Snit victory. The Bolotomus who has killed the most rival Snits wins the Bolotomus victory.

SNITS' REVENGE

A game for 2 to 5 players.

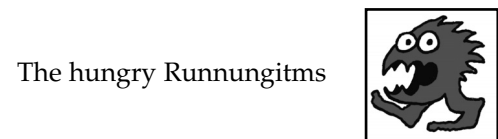
Snits' Revenge is basically a two-player game; for more players, you'll find additional rules below. One player assumes the role of a single Bolotomus, fighting off an infestation of vengeance-seeking Snits. The other player commands the Snit onslaught. The Bolotomus sets up the Snorgs (little thingies that are in charge of the internal organs of the Bolotomus), each in its appropriate organ. The Snits, now bent on the destruction of a Bolotomus, do not run for the Snandergrab as before. Instead, they rush under the nearest Bolotomus and enter its body through any or all of its orifices.

Once inside, the Snits proceed from organ to organ, kicking the snot (life) out of the hapless Snorgs. When a Snorg dies, its organ ceases to function. When enough organs cease to function, the Bolotomus dies.

The first time the Snits attacked a Bolotomus, it died a quick and painless death, since it had no defenses once the Snits were inside its body. (You can play that scenario by leaving out the Runnungitms.) A loud squawk from the God of the Bolotomi, however, persuaded Embraz the Bulbous, creator of the planet, to zap a new organ into the remaining Bolotomi . . . the Lapotum. The Lapotum converts Makums (which the Bolotomus formerly used to create the Snorgs that operate its organs) into Runnungitms. Runnungitms convert Snits into meals.

The Playing Pieces

There are four different types of playing pieces:



Snits, Snorg, Makums, and Runnungitms are all capable of movement.

There should be 9 Makums, 15 different Snorgs (one for each organ except the Lapotum), 18 Runnungitms, and 21 Snits in each of 4 different clans. However, unless this is a multi-player game, use only the Snits from one clan.

The Playing Area

The game map shows the inside of a Bolotomus. The major features are the 16 organs and the many passageways connecting them. The wider *channels* allow either one or two playing pieces to pass through them during each phase. The narrow *canals* allow only one playing piece to pass through them during each phase. The red canals connecting to the Lapotum are impassable to Snits (they're lined with Snit-resistant cilia.)

About the Snits



Each Snit counter has a name and number.

The number is the Snit's *Speed*. Speeds range from 4 to 7. Fast Snits are more likely to escape attacks, but are also weaker and less likely to take an attacker with them if they are caught.

Fast Snits

A few Snits are exceptionally fast (Speed 7). They have a lightning-bolt badge on their counter.

These Snits get an extra move *after* the combat phase. They can move to any adjacent organ, even through a channel or canal that had already been used on that turn.

Strong Snits

A few Snits are exceptionally strong (they have a Speed of only 4; they are slow but mighty). They have a hammer badge on their counter.

These Snits succeed in stomping their target on a roll of 1 through 4.

A "hammer" Snit is not killed when it is CHOMPed. Replace it with a Snit that has a Speed of 4 but no hammer badge. It is now a slow Snit with no special powers, and if it is CHOMPed again, it dies.

Prepare for Play

1. Unfold the map to the *Snits' Revenge* side and lay it flat on the table. Decide who will be the Snits and who will play the Bolotomus.

2. The Bolotomus places the appropriate Snorg in each of its organs. Note that there is no counter for the Lapotum. Its Snorg is simply printed on the map, because no Snit can ever get to it to attack it.

3. The 9 Makums and the 18 Runnungitms are placed, face up, in a pool next to the playing area for use and reuse throughout the game. The Bolotomus takes one "Duty" Runnungitm and places it in the organ of his choice.

4. The Snit player now chooses the invading Snit force. Start with all 21 Snits of one color. Remove two of the "badged" Snits; you may start with only six Fast and/or Strong Snits. Now remove the four Speed 4 Snits that don't have hammer badges . . . these counters will be used to replace wounded Strong Snits. This will leave 15 attacking Snits, six of which will have hammer or lightning badges.

Sequence of Play

Snits' Revenge is played in game turns. Each game turn is composed of two player turns: a Snit turn, and then a

Bolotomus turn. During a turn, players move their pieces about the map, from organ to organ, stomping and chomping at each other, in the following manner:

Snit Player's Turn

The Snit goes through each of these phases, in this order.

1. Move Snits

The Snit player may move any or all of his Snits. Each Snit may move to an adjacent (connected by a channel or canal) organ. Going from outside the Bolotomus into an organ, or vice versa, is a move. On the first phase, then, a maximum of five Snits can enter the Bolotomus: two can come into the Antephellum, two into the Glut, and one brave Snit may attempt a mad dash into the Fleotis (see *Getting Into the Bolotomus*).

2. Snit Kicking

After all Snit movement is completed, any Snit occupying the same organ as any other thingie may try to stomp the Snot (life) out of it.

When a Snit tries to stomp something, it rolls one die. On a 1 or 2, it succeeds and the target is dead. Otherwise, it missed. (But a Strong Snit, as described above, hits on a roll of 1 through 4.)

If a Makum is killed, it's just dead. Return it to the pool.

If a Snorg (the little thingie with an organ's name on it) is killed, place it in front of the Snit player.

Snits may attempt to kick Runnungitms in the same manner, but there's a rub: if a Snit kicks at a Runnungitm and misses, the Runnungitm immediately gets a free CHOMP (see next page) at the Snit. Resolve that CHOMP (which may end up killing the Runnungitm, too) and then continue with the Snit turn.

Pack Attacks: A group of Snits may declare that they are all going to attack a specific Runnungitm. This is called a *Pack Attack*. Snits making a *Pack Attack* all roll their dice at once. If they kill the Runnungitm, it gets no CHOMP. If they all miss, the Runnungitm gets a free CHOMP at any *one* of the Snits that attacked it.

When multiple Snits encounter several thingies, their Snit Kicks should be rolled one at a time, each against its specified target, unless they are making a *Pack Attack*. Only one Kick per Snit per turn, please!

3. Second Move for Fast Snits

The Snit player may now move any or all of his fast Snits (the ones with the lightning badge) to adjacent organs. This counts as a new phase for the purpose of moving through canals and channels . . . that is, the speedy Snits may ignore the movement made during the first part of the turn, and use passageways that had already been used. They may even use their second move to retrace their first move. However, fast Snits may NOT enter the Bolotomus on this movement phase. Only those already within the Bolotomus may move.

Keeping Track of Counters

It's a good idea to turn each of your thingies sideways or upside-down as you move it, and again after it attacks, so you will be able to tell which ones have acted during each phase.

Bolotomus Player's Turn

The Bolotomus now goes through each of these phases, in this order.

1. Compositors Compose

Each functioning Compositor (that is, each one that still has its Snorg in it) may produce one Makum. Place the new Makum in the Compositor. Thus, if all Compositors are manned, three Makums are created.

2. Move Thingies

The Bolotomus player may move any or all of his Runnungitms or Makums (Snorgs manning their organs may not move). Each may move from one organ to an adjacent organ using the channels and canals, just like the Snits. Bolotomus thingies may never leave the body of the Bolotomus.

3. Chomping

Any Runnungitm in the same organ as a Snit may attempt to catch the Snit and devour it . . . CHOMP!

When a Chomp is attempted, the Bolotomus indicates the target being attacked, and rolls two dice. If he rolls *more than* the target's Speed, he caught it . . . the target is CHOMPED and dies (unless it has a hammer badge; see previous page). Otherwise, it escaped!

If the CHOMP *succeeds*, the Snit player now rolls two dice. He is *also* trying to roll *more than* the Snit's Speed. If he succeeds, the Snit got in one last kick, and the Runnungitm is *also* dead! Thus, fast Snits are more likely to escape, but slow, strong Snits are very likely to take their killer with them. (And a Strong Snit who is Chomped and wounded, losing his hammer badge, still gets a chance to kill the Runnungitm that wounded him.)

Dead Snits are removed permanently from play. Dead Runnungitms are returned to the pool for reuse.

If several Runnungitms encounter multiple Snits in an organ, roll the CHOMPs one at a time, specifying targets by name before any dice are rolled.



4. Makums Transform

Any Makum in the Lapotum may transform into a Runnungitm. This is the only place where Runnungitms can be created.

Any Makum in an organ without a Snorg may transform into the Snorg for that organ; replace it with the Snorg counter. Makums may only transform into Snorgs if they are in a Snorgless organ. The Bolotomus is not required to replace Snorgs, but failure to replace enough can be fatal!

Makum transformation is optional. The Bolotomus player never *has* to transform a Makum.

5. Has Anybody Won Yet?

Both players now check to see how many organs have lost their Snorgs and are not functioning. If nine organs are not functioning (that is, if there are 9 dead Snorgs in front of the Snit player), the Snits have won. If all Snits are dead, the Bolotomus wins. And it is possible to tie, if the Bolotomus has lost 9 organs but got all the Snits on the last turn.

Otherwise, proceed to the next turn.

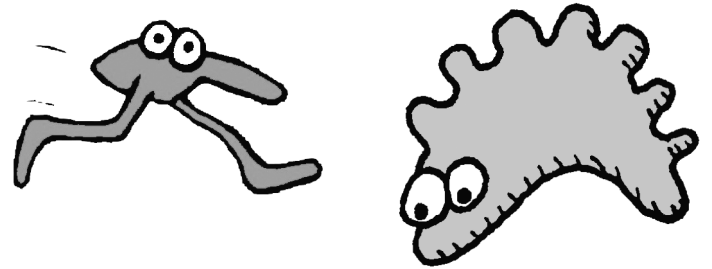
Getting Into the Bolotomus

At the start of the game, all Snits are assumed to have run underneath the Bolotomus. Two Snits per turn may attempt to enter each of the orifices underneath the Bolotomus. One per turn may try to enter the Fleotis, but it's risky.

Jumping from the ground into the Glut or the Antephellum is an ordinary move and succeeds automatically. Entering the Fleotis is another story. As long as both the Eye and the Prolobosinator are still functioning, the Bolotomus may smash at a Snit running for the Fleotis. The Snit must roll *his Speed or lower* on 2 dice. If he succeeds, he's in and safe. If not, he's smashed and dead.

If either the Eye or the Prolobosinator is not functioning, the Snit must roll his Speed or lower on ONE die. If he fails, the Bolotomus got lucky and got him anyway!

If both the Eye and the Prolobosinator are knocked out, the Bolotomus cannot smash, and Snits may freely enter through the Fleotis.



Movement Restrictions

1. Creatures which can move may only move one organ per turn; that is, on each turn, they can move to any organ that is connected to their current location by a channel or canal. Note that there is a canal running from the Lapotum to the Antephellum, *behind* the Glut.

2. A Snorg may not leave its organ.

3. A maximum of two creatures may pass through a *channel* on each movement phase (two on each Snit phase, and two on the Bolotomus turn.)

4. A maximum of one creature may pass through a *canal* on a player's phase (one on each Snit phase, and one on the Bolotomus turn.)

5. Any number of thingies and/or Snits may occupy an organ.

6. The red canals connecting to the Lapotum may not be used by Snits.

7. Only Snits may exist outside the body of the Bolotomus.

How to Win

The Bolotomus wins by killing all the invading Snits. The Snits win by killing nine Snorgs before they can be replaced. Put dead Snorgs in front of the Snit player to let him keep score.

If nine organs are out of action at the end of a Bolotomus turn, the Bolotomus dies!



Strategy Hints

The Snit player should attack as hard and as fast as possible. The longer the invasion takes, the more time the Bolotomus has to build Runnungitms. Choose and deploy your army of 15 Snits to support your chosen strategy. Use fast Snits to strike quickly and strong Snits where a kill is necessary.

The Bolotomus player must balance his creation of Runnungitms (to destroy the invaders) and Makums (to build new Snorgs).

Both players must think about “traffic control,” to move their forces effectively through the channels and canals.

Variations and Game Balancing

We’ve provided more counters of each type than should be required for the basic game, plus a few blanks. Have fun trying out variations . . . and if you come up with a good one, let us know.

- The easiest way to “fine-tune” the game balance (if one side is winning too often, or if one player is new) is to change the size of the invading force by one or two Snits.

- You can also change the number of organs the Snit has to put out of action, but it’s a lot easier to get eight than it is nine . . . and sometimes it’s a *lot* harder to get 10 than it is nine.

- The rules for channels and canals can be changed. If the wide channels will allow three thingies to pass rather than two . . . or if ALL channels and canals will allow two thingies per phase to pass . . . the play of the game becomes very different.

- Adding the Spark of Life (see below) helps the Snits. Adding Splops helps the Bolotomus.

Multiplayer *Snits’ Revenge*

With three, four, or five players, one person assumes the role of the beleaguered Bolotomus. All others take charge of their own clans of Snits.

With two Snit players, each player gets eight Snits, only three of which can have Speed or Strength badges. (Yes, this makes the attacking army larger by one Snit.)

With three Snit players, each player gets five Snits, only two of which can have Speed or Strength badges.

With four Snit players, each player gets 3 Snits, only two of which can have a Speed or Strength badge. This version may take a while to finish . . .

Play is the same as for two players, with the following changes:

1. At the beginning of the game, the Snit players roll dice. The high roll is the Senior Snit Clan (give that player the Senior Snit totem). The Senior Snit Clan always moves first, and play proceeds (among Snits) in a clockwise order. After each turn, pass the Senior Snit totem to the player on your left.

2. Each player moves some, all, or none of his Snits. No kicking is allowed until all Snit players have finished moving.

3. Movement restrictions apply to the Snit players as a whole. Once one player’s Snits have used a canal, no other Snits may use it until the next complete turn. Two different players could share a channel.

4. Snit kicking occurs in the same order as did moves.

5. The Bolotomus wins if all the Snits die.

6. If the Bolotomus dies, the last Snorg to be killed is replaced by the Spark of Life piece, which now belongs to the Snit that scored the kill. (If more than one Snorg was killed on the last Snit turn, roll randomly to see which one had the Spark.) All other Bolotomus pieces are removed from the game. The surviving Snit clans now fight among themselves for the Spark. Snits kick each other in the same manner as they kicked Snorgs.

7. Killing the Snit with the Spark gives possession of the Spark to the killer.

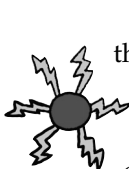
8. Once the Bolotomus is dead, each Snit player has his own separate turn. Move first, and then Kick.

9. The victory goes to the Snit who exits the Bolotomus with the Spark in his possession.

OPTIONAL RULES AND STUFF

The Spark of Life and the Splops

Earlier editions of the game featured this rule, but playtest suggested that it was making the victory a bit too arbitrary. But it was still a lot of fun, so it’s included here . . .



The Bolotomus player secretly places three Splops and the Spark, face down, underneath four different Snorgs before play begins. Once in place, they may not move. (Four Splops are provided, to let you change the scenario.)



Note that these counters cannot go into the Lapotom, because Snits cannot enter that organ. To make *sure* this doesn’t accidentally happen, there is no counter for the Lapotom’s Snorg! It is just printed on the map . . .

If a Snit kicks the Snot out of a Snorg with a Splop under it, that’s just what happens . . . Splop! The Snorg explodes, taking its killer with it. Other thingies in the organ are not affected.

Note that Splops are *not* replaced if the Snorg is replaced.

The Spark of Life

If the Snorg with the Spark of Life is killed, the Bolotomus dies instantly!

The Bolotomus should carefully consider where to hide the Spark. The Forebosinator is fairly safe because of its inaccessibility. On the other hand, this is an obvious place, and the Snits will be going for it. Other recommended locations for the Spark are the Fleotis or one of the three Compositors.

The Snits can still win a regular victory by killing nine organs, even if they never find the Spark.

Making the Spark Harder to Find

The Bolotomus player may put dummy counters (such as unused Snits) under all Snorgs that don’t have the Spark or a Splop. Now the Snit player can’t tell which organs might be his objective.

Combining *Snit Smashing* and *Snits’ Revenge*

After a two-player game of *Snit Smashing*, the player who won the Snit victory controls the Snits in a game of *Snits’ Revenge*.

After a three or four-player game of *Snit Smashing*, the player who won the Bolotomus victory plays the Bolotomus in a game of *Snits’ Revenge*, and all the others team up their Snits against the unfortunate Bolotomus.