

SNIT'S REVENGE!

5006

BY
TSR

A LUDICROUS GAME FOR 2 PLAYERS, AGES 8 TO ADULT.



TSR
HOBBIES
THE
GAME
WIZARDS

PLAYING TIME 15-30 MIN.

FLOATING IN TIMELESS SPACE...



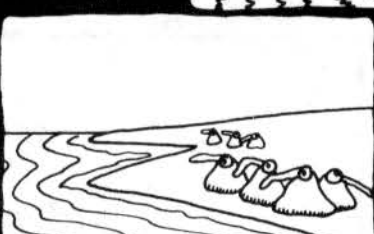
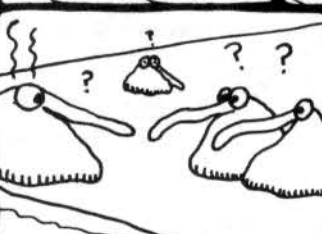
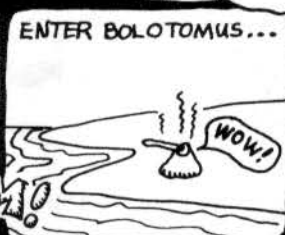
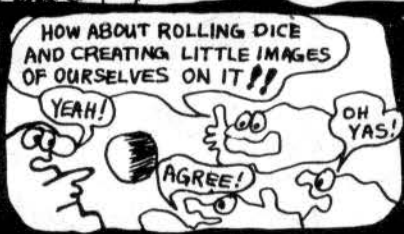
EMBRACE THE BULBOUS, HOWEVER, DID SOMETHING... HE CREATED A WORLD!

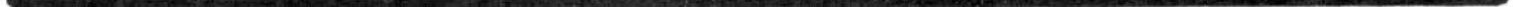


WHAT DO YOU THINK?



WELL... UH...







SNIT'S REVENGE!

A game for 2 players, ages 8 to adult
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DESCRIPTION OF THE GAME

Snit's Revenge is a two player game. One player assumes the role of a single Bolotomus, fighting off an infestation of Snits. The other player commands the Snit onslaught. The exact number of Snits attacking may be kept secret until after the game. 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 the orifices thereon.

Once inside, the Snits proceed from organ to organ, via the canals and channels, kicking the life out of the hapless Snorgs. When a Snorg dies, its organ ceases to function. When enough organs cease to function, the Bolotomus dies.

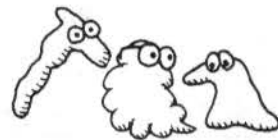
The first time Snits attacked a Bolotomus, it died a quick and painless death, since it had no defenses once the Snits were inside its body. (You can play that scenario by leaving out the Makums and Runnungitms.) A loud squawk from the God of the Bolotomi, however, persuaded Bulbous to zap a new organ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

THE PLAYING PIECES

There are six different types of playing pieces:



The invading Snits



The hapless Snorgs



The nasty Makums



The hungry Runnungitms



The Splops



The Spark of Life

Snits, Snorgs, Makums, and Runnungitms are all motile (capable of movement). The Splops and the Spark are placed, face down, underneath four different Snorgs before play begins. Once in place, they may not move.

There should be 1 Spark, 3 Splops, 3 Makums, 16 Different Snorgs (one for each organ), 18 Runnungitms, and an infinite number of Snits. NOTE: We did not include that many with the game. If you need more Snits, draw your own.

THE PLAYING BOARD

The game board is actually a cutaway view of the inside of a Bolotomus. The major features are the 16 organs and the many passageways connecting them. The wider *channels* allow as many as two playing pieces to pass through them during a player's move. The narrow *canals* allow only one playing piece to pass through them during a player's move. The blue canals leading out of the Lapotum are impassable to Snits. (They're lined with Snit-resistant cilia.)

SET UP

Backfold your playing board (fold all creases the other way) so that it will lie flat on the table between the players. Carefully punch out all of the round cardboard creatures. These are your playing pieces.

The Bolotomus places one Snorg in each of its organs. It then secretly places the Splops and the Spark, face down under any four different Snorgs. *The Spark may NOT be placed under the Snorg in the Lapotum.* The 3 Makums and the 18 Runnungitms are placed next to the board for use and re-use throughout the game. The Bolotomus takes one "duty" Runnungitm and places it in the Lapotum.

The Snit player assembles the invading Snit force on the table near the playing board. This may be covered with a sheet of paper to keep the exact quantity of attackers a secret. The number of invading Snits is determined in either of the following ways, provided both players agree:

1. The Snit player rolls 3 six-sided dice and adds one spot to the number rolled. This yields 4-19 Snits.
2. The Snit Player gets as many Snits as he can balance on his nose in 30 seconds. The Bolotomus player may not touch, but may tell jokes.

SEQUENCE OF PLAY

Snit's Revenge is played in game turns. Each game turn is composed of two player turns. During a turn, players move their pieces about the board, from organ to organ, kicking and chomping at each other, in the following sequence:

Snit Player's Turn

1. **MOVE SNITS** — The Snit player moves some, all, or none 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 turn, then, a maximum of 5 Snits can be moved: two 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 Snits occupying the same organ as a Snorg may try to kick the life out of it. Roll a die for each Snit. A roll of a 1 or 2 indicates that the Snorg has expired. Remove it from the playing board. 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 CHOMPS at the Snit out of turn. 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* roll all their dice at once. If they kill the Runnungitm, it gets no CHOMP. If they all miss, the Runnungitm may CHOMP at any *one* of the Snits that missed.

When multiple Snits encounter several thingies, such as Snorgs, Makums, and/or Runnungitms, Snit kicks should be rolled one at-a-time unless making a *pack attack*. All attacking Snits should declare their targets before any dice rolls are begun. If enough Snits are present, everything in the organ may be attacked. Only one kick per Snit, per turn, please!

Bolotomus Player's Turn

1. **MOVE THINGIES** — The Bolotomus player may move some, all, or none, of the Runnungitms, Makums, or replacement Snorgs. Each may move from one organ to an adjacent organ, but may never leave the body of the Bolotomus. On the first turn, only the "Duty" Runnungitm may move.

2. **MAKUM/RUNNINGITMS** — All Makums in the Lapotum are removed and replaced with Runnungitms.

3. **COMPOSITORS COMPOSE** — Each functioning Compositor may replace one Snorg or produce one Makum (place the new piece in the Compositor). A Compositor may only replace a Snorg if the Snorg in the organ has been killed. If several organs are knocked out, the Bolotomus may choose whether to build Snorgs or Makums, or a combination of both in different Compositors. The Bolotomus is not required to replace Snorgs, but failure to replace enough can be fatal . . . so be careful.

4. **CHOMPING** — After all composing is completed, anywhere a Runnungitm is in the same organ as a Snit, the Runnungitm may attempt to catch the Snit and devour it. This is the infamous CHOMP, spoken of earlier. A die is rolled for each Runnungitm. A roll of 1, 2, or 3 indicates that the Runnungitm has eaten the Snit . . . remove both pieces from play. (Sad, but true. A Runnungitm lives only to eat a Snit. That done, it passes on, having fulfilled its mission in life.)

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

5. **HAS ANYBODY WON YET?** — Both players now check to see how many organs are not functioning. Any organ without its Snorg is not functioning. If the number of non-functioning organs equals or exceeds the number necessary to kill the Bolotomus (see HOW TO WIN), the Snits have won. If all Snits are dead, the Bolotomus wins. If no one has won, proceed to the next turn.



GETTING INTO THE BOLOTOMUS

At the outset of the game, all Snits are assumed to have run underneath the Bolotomus. Jumping from the ground into the Glut or the Antephellum is an ordinary move. Entering the Fleotis is another story. As long as both the Eye and the Prolobosinator are still functioning, the Bolotomus may smash at each Snit running for the Fleotis. The Bolotomus player rolls a die for each Snit. A roll of 1 thru 5 indicates a smashed Snit. A result of 6 and the lucky devil makes it!

If either the Eye or the Prolobosinator are not function-

ing, the Bolotomus smashes Fleotis-bound Snits only on a die roll of 1. If both the Eye *and* the Prolobosinator are knocked out, the Bolotomus cannot smash, and Snits may freely come and go through the Fleotis.

MOVEMENT RESTRICTIONS

1. Snits, replacement Snorgs, Makums, and Runnungitms may all move only from one organ to another adjacent organ in a single move.
2. A Snorg may not leave its organ. However, replacement Snorgs may take any route they wish while returning to duty. They may also want to wait until the Snits have moved out of the way.
3. A maximum of two creatures may pass through a channel on a player's move (two for each player).
4. Only one creature may pass through a canal on a player's move (one for each player).
5. Any number of creatures may occupy an organ.
6. Blue tinted canals leading to the Lapotum may not be used by Snits.
7. Only Snits may exist outside the body of the Bolotomus.

SPLOPS AND THE SPARK OF LIFE

Anytime a Snit kicks the life out of the Snorg with the Spark of Life hidden under it, the Bolotomus *immediately dies* and the Snits have won the game. The Spark may *not* be hidden in the Lapotum, for obvious reasons.

Anytime a Snit kicks the life out of a Snorg with a Splop under it, that's just what happens . . . Splop! The Snorg explodes, killing itself and the unfortunate Snit that kicked it. Splops may *not* be rebuilt in the compositors.

HOW TO WIN

Either side wins by exterminating the other. Anytime the Spark of Life is killed, the Bolotomus dies. A small number of attacking Snits has little chance of getting to the Spark. They are more likely to be able to kill the Bolotomus through *System Shock*.

The point at which death by *System Shock* occurs, varies according to the following table:

Invading Snits	1-6	7-9	10-12	13-14	15-16	17-18	19+
<i>System Shock</i> *	5	6	7	8	10	12	14

*This is the number of non-functioning organs needed to kill the Bolotomus. Players check for *System Shock* at the end of each complete turn. You will find it helpful to mark all non-functioning organs with a penny.

STRATEGY HINTS

The Bolotomus player should carefully consider where to hide the Spark of Life. The Forebosinator is usually the safest place because of its inaccessibility. The other recommended starting locations for the Spark are the Fleotis, or one of the three Compositors.

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. Each and every Runnungitm (unless kicked) equals one dead Snit sooner or later. If there are only a few Snits, they should stay out of the Finduncle and concentrate on elimination of the rear areas for a victory through *system shock*.

ADVANCED REVENGE!!

The following rules may be added to Snit's Revenge at the players' discretion. They add more personality to the creatures and time to the play of the game.

RUNNINGITM NUMBERS

With a fine marker, number your Runnungitms, one through eighteen. These numbers represent the metabolic value of each Runnungitm. They also represent the number needed as a saving throw, when the Runnungitm is kicked by a Snit. The Bolotomus player rolls three six-sided dice after each successful Snit kick against the Runnungitm. If the total number rolled on the dice exceeds the metabolic value of the Runnungitm, it dies. If not, it lives, but does not get a free CHOMP at a Snit. It is bouncing around from the sheer force of the Snit kick.

THE RUNNUNGITM POOL

Before the game, all Runnungitm pieces are turned face down on the table near the playing board. Whenever a Makum is converted to a Runnungitm, draw one at random from the pool and place it in the Lapotum. When a Runnungitm dies, put the piece back in the pool, face down.

HIDDEN SPLOPS AND THE SPARK

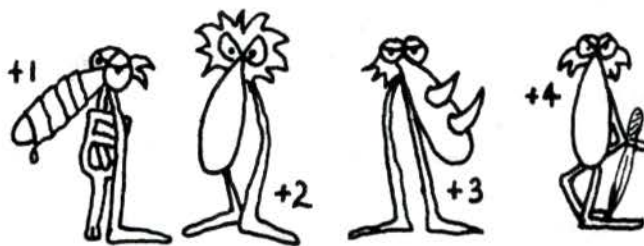
The Splop and Spark pieces are not placed on the board. Instead, the Bolotomus player notes on a bit of paper where they are hidden, revealing their locations only when they are exploded or killed.

SNIT ABILITIES

All Snits should be named. Use imagination and write the names directly on the Snit pieces. Each Snit can now be given two factors common to all Snits, Life Force and Speed. Keep a record of your Snits on a piece of paper.

Roll a six sided die for each Snit. That is its Life Force. Life force is a measure of how long the Snit will live.

Roll two six sided dice, adding one spot to the number rolled, for each Snit. This is the speed of the Snit. In this game, the speed of a Snit is its ability to avoid getting devoured by a Runnungitm CHOMP. After each successful CHOMP, the Snit player rolls 3 6-sided dice. If the total number rolled on the dice exceeds the speed of the Snit, it gets eaten by the Runnungitm. If not, the Snit loses one point from its Life Force and escapes.



SUPERSNITS

On the sheet with the Snit values, keep a record of all Snorgs, Makums, and Runnungitms killed by each Snit. Also record each time a Snit survives a CHOMP by making its saving throw, and each time a Snit survives an exploding Splop.

For every three kills and/or wounds sustained, a Snit adds one spot to its ability to kick, and one spot to its speed.

EXPLOSIVE SPLOPS

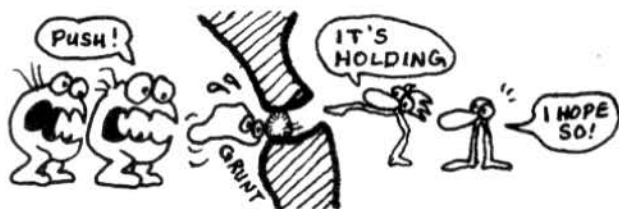
When a Snit kicks the life out of a Snorg with a Splop, instead of instant death, the Snit in question rolls two six-sided dice and subtracts that many points from its Life Force and/or Speed factors. A Snit must have at least one point of each to remain in play. A Snit with no Life Force is dead. A Snit with no speed factors cannot move or kick.

POPOS

You may have wondered what happens to the remains of a Snit/Runnungitm after a successful CHOMP. The gorged Runnungitm sort of melts into an amorphous blob called (for ecological reasons) a PoPo. Simply flip over the dead Snit to represent the PoPo on the playing board. PoPos must be expelled from the Bolotomus as quickly as possible.

PoPo Flow

PoPos tend to flow naturally out of the Bolotomus in the direction of the nearest way out. Before each Bolotomus player turn, the Bolotomus rolls a 6-sided die for each PoPo that could possibly flow (some get stuck). Only one may flow through a canal, or two through a channel in a single turn. A result of 4, 5, or 6 passes a PoPo through a Canal. A result of 3, 4, 5, or 6 passes a PoPo through a Channel. In cases where a PoPo is an equal number of organs away from more than one orifice, the Bolotomus player may decide which way PoPos flow.



Lodged PoPos

A PoPo which fails to get the result necessary to flow through a passageway, lodges in that passageway, and blocks all movement there until it is dislodged by the efforts of Snits, Snorgs, Makums, or Runnungitms.

During the Snit Kicking phase of the Snit player's turn, any or all Snits in an organ may attempt to kick a lodged PoPo on through to the next organ. A successful kick of 1 or 2 on the die dislodges the PoPo, and forces it into the adjacent organ (or out, if the PoPo was stuck in an orifice).

During the CHOMPING phase of the Bolotomus player turn, any Snorg or Makum, and any Runnungitm that is not CHOMPING at a Snit may attempt to push lodged PoPos on through to the next organ. One die roll is allowed per thingie. A result of 1, 2, or 3 frees the PoPo. No creature is ever required to push or kick at PoPos. Only the Flow is mandatory.

Tactical Use of PoPos

All creatures, during their Kick or CHOMP phase, may attempt to Kick or push free-floating PoPos (ones that are waiting to flow and are not lodged) through passageways to adjacent organs, or out. On a roll of 1 or 2, Snits can kick free-floating PoPos through passageways. On rolls of 1, 2, or 3, Bolotomus thingies may push free-floating PoPos through Passageways. However, for each free-floating PoPo traveling through a passageway, an additional die must be rolled to see if it lodges, just as though the PoPo were Flowing through the passageway.

The Bolotomus can use this rule to try to lodge PoPos in the way of oncoming Snits. For the Snits, the reverse is true. It can be very handy to have PoPos blocking the way of Runnungitms now and then.

MULTI-PLAYER SNIT'S REVENGE

Using either the Advanced or the Basic rules, several bands of snits may attack one Bolotomus. One player assumes the role of the Bolotomus. All other players are separate bands, or tribes, of Snits. You will need to make extra Snits. Each player gets 2-7 Snits (roll one die and add one spot).

Play is the same as two player, with the following changes and additions:

1. Every Snit player turn is preceded with dice rolls to determine the order of movement for the various bands of Snits. High roll moves first each turn. No kicking is allowed until after all Snit players have had a chance to move. Movement restrictions apply to the Snit players as a whole. Once one player's Snits have used a passageway, no other Snits may use it until the next complete turn (two different players could share a channel).
2. Snit kicking occurs in the same order as did moves.
3. The Bolotomus wins if it lives. All bands of Snits are totalled to figure how many organs are needed to kill the Bolotomus by *System Shock*.
4. A Snit player wins by being the first to escape the body of the Bolotomus with the Spark of life.
5. When the Bolotomus dies, remove all thingies, leaving only the Snits, the Spark, and the PoPos (which no longer flow). Each Snit band now has its own turn to move and then attack. Snits are now allowed to kick at each other using the same kicks and saving throws as before. No *pack attacks* by Snits against Snits are allowed. Killing the Snit with the Spark gives possession of the Spark to the killer.

CREDITS

Nobody wanted to take the credit for this . . . the following people were not involved:

Design & Art: Tom Wham

Development, playtesting, and other venerable aid: Rob Kuntz, Tim Kask, Brian Blume, Skip Williams, Ernie Gygax, Dave Sutherland, Joe Orlowski, Mike Carr, Dave Trampier, and Jeff Dee.

Inspirations: Gary Gygax

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SNITS

WERE FIRST SEEN WANDERING AROUND
THE PAGES OF THE DRAGON MAGAZINE

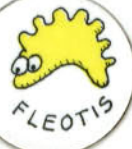
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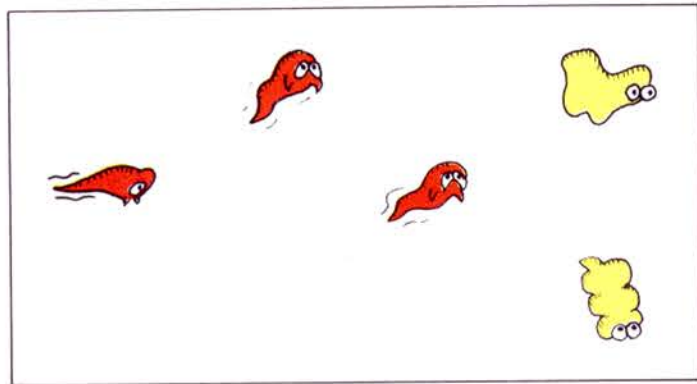
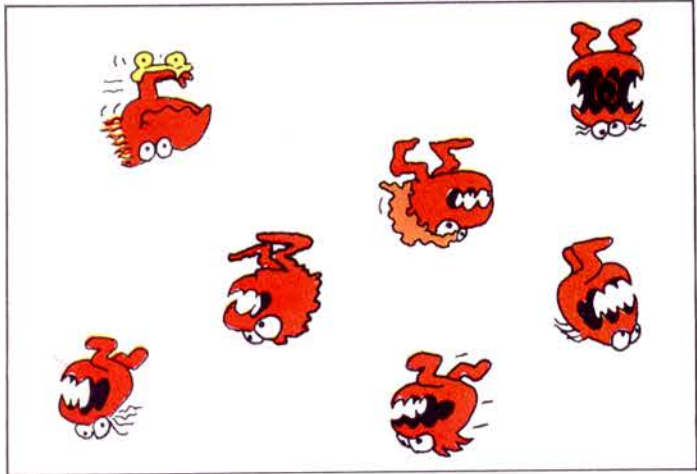


THE SNORGS ET AL



THE SNITS

THE RUNNINGITMS



Invading Snits 1-6 7-9 10-12 13-14 15-16 17-18 19+
System Shock* 5 6 7 8 10 12 14

7. Has anybody won?
6. Chomping — (1, 2, or 3 devours Snit)
- placement Snorg
5. Compositors Compose — Each compositor may create one new Makum or Replace all Makum/Runnungitms — Replace all Makums in the Lapotum with Runnungitms
4. Makum/Runnungitms — Replace all Makums and Replacement Snorgs)
3. Move Things (Runnungitms, Makums,

BOLOTOMUS PLAYER'S TURN

SEQUENCE OF PLAY

SNIT PLAYER'S TURN

1. Move Snits
2. Snit Kicking (1 or 2 kills)

SNIT'S REVENGE

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