



GO SLOW!

Author:
Felix Beukemann

Illustration:
Gediminas Akelaitis

Attention everyone! A high-stakes race is taking place in the vegetable garden. All the snails are trying their best to be... the slowest. The garden beds are full of delicious vegetables luring the snails.

The last remaining snail in the vegetable garden will be the winner of the competition!

For 2-4 players from 4 years of age.
Duration of the game: 15 minutes.

The set includes:

Game board consisting of 4 parts
4 wooden snails
50 cards
the rules

Game setup

Assemble the board from the all 4 pieces to make one long garden bed.
Each player takes one snail and places it in front of the bed.

Shuffle the cards thoroughly and place the deck face down in the middle of the table. Each player takes **two cards** from the top of the deck.



Goal of the game

The goal is to remain in the vegetable as long as possible!

How to play

The youngest player starts the game. The players take turns clockwise.

The active player places **one** of his/her cards face up on the table. The card indicates the action to be taken by that player's snail or a competitor's snail.

Meanings of the cards:



Vegetable card: Move your snail to the next free square with the same vegetable as in the picture. If there is another snail in your way, simply jump over it.



Sleeping snail: Your snail is resting and you miss this turn.



Number card with no arrow: Move your snail across as many squares as the number on the card tells you. If there are other snails in your way, they must move forth along with you.

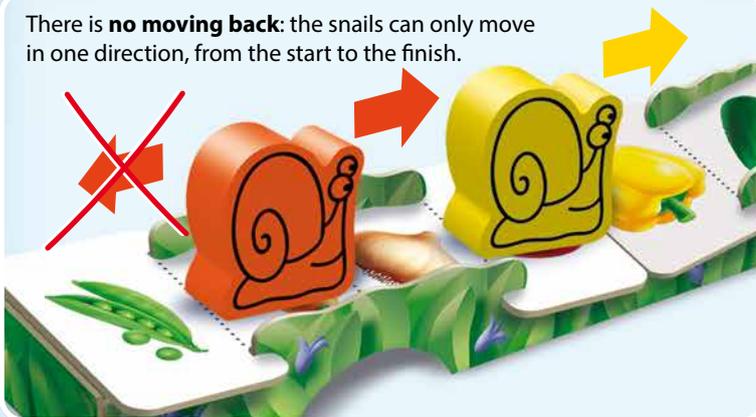


Number card with an arrow: Move the slowest snail (the last one in the garden bed) across as many squares as the number on the card tells you. If there are other snails in your way, they must move forth along with you.

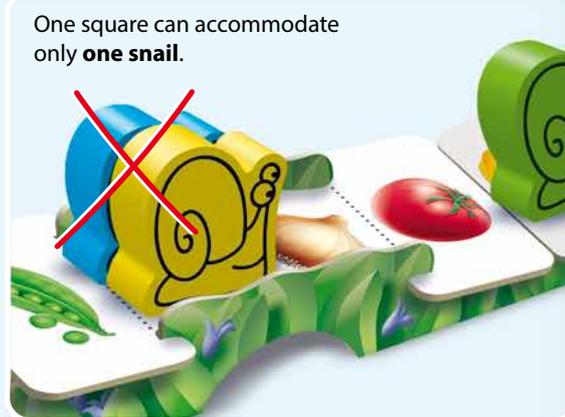
Note: if the first player, start playing a red arrow card, he can choose any snail and move it

You must always obey to the instructions on the cards, even if they are not in your favor.

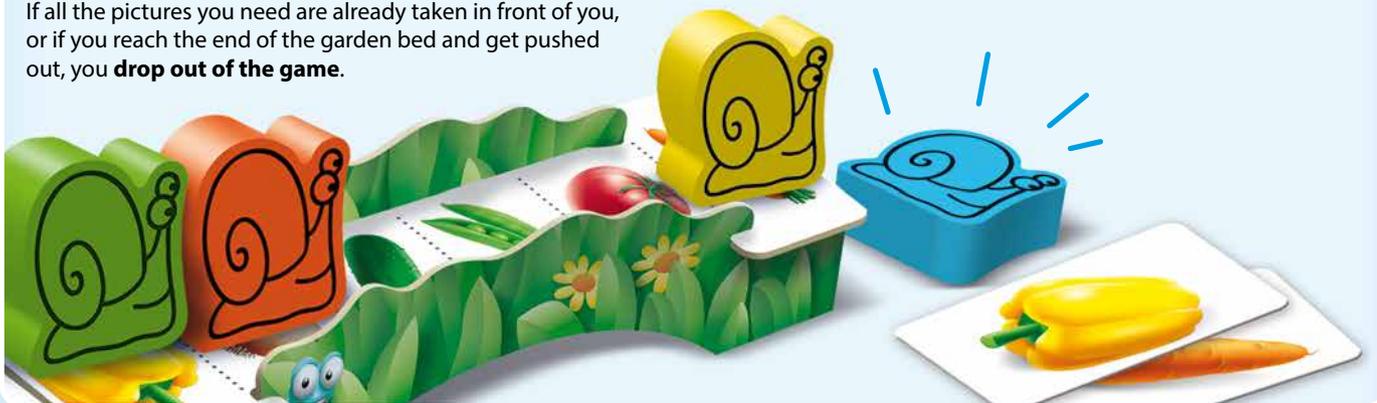
There is **no moving back**: the snails can only move in one direction, from the start to the finish.



One square can accommodate only **one snail**.



If all the pictures you need are already taken in front of you, or if you reach the end of the garden bed and get pushed out, you **drop out of the game**.



Take another card from the deck after your turn so that you always have **two cards in your hands**. Now, it's the next player's turn. If the card deck is empty, shuffle the used cards and continue playing.

**Version for children
from 6 years of age**

**Each player plays with 3 cards
instead of 2 cards.** Other rules of
the game remain unchanged.

