

Place a counter on each star.
 Players take turns to move any counter, moving out towards the snail's tail.
 A counter can only be moved by sliding it ahead 1, 2 or 3 spots.
 Counters cannot jump on or pass each other.
 When a counter reaches the tail, it slides off and is out of the game.
 The winner is the player who slides the last counter off the snail.

