Slippery Snail – Game Board

Place a counter on each bug.

Players take turns to move any counter, moving out towards the snail's mouth (the star).

A counter can be moved by any number of spots, but counters cannot jump on or pass each other.

When a counter reaches the snail's mouth (the star), it is out of the game.

The winner is the player who gets the last bug into the snail's mouth.