**OBJECT OF THE GAME**

Help your Snail Mail Carrier make six deliveries first and win.

You’ll do this by arranging cards, in your Snail Mail Carrier’s mail bag, that match the goals on the available Delivery Cards. Delivery Cards have goals like “All Green and Red” cards or “All Even” cards, etc. Once your four cards meet the goal, you can claim the card. Collect six Delivery Cards and you’ve completed your route and win the game!

**SET UP**

Select a Snail Mail Carrier and put it in front of you. The oldest player is the first Dealer and takes the deck of Mail Cards and shuffles it thoroughly. Deal four Mail Cards to each player. Place the Mail Cards in the Snail Mail Carrier’s Mail Bag, in the order you receive them. The first card you are dealt goes in the first slot closest to you, second card in the next slot, and so on as shown above.

You then replace the Delivery Card(s) you claimed with cards from the draw deck of Delivery Cards.

You might find that the cards in your Snail rack don’t match any of the Delivery Cards. That’s okay too, there is still more to your turn.

2. **Draw a card from the top of the Mail Card draw deck, or one of the two face up Mail cards. You may choose to replace a Mail Card in your rack with the card you drew. Then, discard the leftover card (the one you took out of your rack) into either of the two face up discard Mail Card piles.**

3. **Repeat Step 1.**

**NOTE:** You may never change the order of the cards in your rack. You can only change what’s in your rack by drawing new cards and replacing old cards.

4. **Your turn ends when you’ve drawn and replaced at least one Mail Card and cannot match any Delivery Cards.**

**REFILLING THE CARD PILES**

- If the last card has been taken from a discard pile, the next card discarded must go into that pile.
- If the Mail Card deck runs out, shuffle the Mail Card discard piles together to create a new Mail Card deck, and deal two cards from it to start the two Mail Card discard piles.

**ENDING/WINNING THE GAME**

The game ends when one player has claimed their sixth Delivery Card. You are the fastest Snail Mail Carrier and you’ve won the game!

2-3 Player Game: The game ends when one player has claimed their seventh Delivery Card.

The Dealer then places the remaining deck of Mail Cards face down. Flip two additional Mail Cards; face up, beside the draw pile. Shuffle the deck of Delivery Cards and place the deck of Delivery Cards face down. Now, flip three Delivery cards face up and place them, in a row, beside the Delivery Card draw pile.

**HOW TO PLAY**

The Rules are the same for 2, 3 & 4 player games. The only exception is that in 2 and 3 player games, players must collect seven Delivery Cards, rather than six.

- Snail Mail is played in turns.
- The youngest player goes first and play passes to the left.

**On your turn:**

1. Look at the face up Delivery Cards to see if the cards in your Snail Mail Carrier’s rack fit any of the goals on the Delivery Cards. For example: All the cards in your rack are blue and there is a face up Delivery Card that says “All Same Color”. You take that Delivery card and put it in front of you. Your Snail has met the goal and completed the delivery. When you complete a Delivery Card, show your rack to all the other players to verify.

**IMPORTANT NOTE:** The Mail Cards shown on the Delivery Cards are provided as examples. You don’t need to exactly duplicate what is shown on a Delivery Card. You simply must fulfill what is written.

You may find that the cards in your rack match more than one Delivery Card. For instance, if you had all blue cards and claimed the “All Same Color” card and all your numbers were also even numbers, you could claim the “All Even” card too (If it was showing, face up).

We love to hear from our consumers! Please contact us with any questions or comments about SNAIL MAIL. If you want to send us some real “snail mail”, write to us at:

**Winning Moves Inc.**
75 Sylvan Street
Suite C-104
Danvers, MA 01923
wmoves@winning-moves.com (Email questions and comments.)
800-664-7788 ext. 114 [Consumer Relations]
For more information about Winning Moves product safety and compliance please visit
http://www.winning-moves.com/product_safety

SNAIL MAIL is a trademark of Winning Moves. © 2021 Winning Moves Inc. All Rights Reserved. SNAIL MAIL is a creation of Sherman & Mayor & Cohen & Dubin. WINNING MOVES, WINNING MOVES GAMES, and CLASSIC, RETRO, COOL, & FUN, and Logos thereof, are registered trademarks of Winning Moves Inc. © 2021 Winning Moves Inc., 75 Sylvan Street, Suite C-104, Danvers, MA 01923 USA. All Rights Reserved. Manufactured by Winning Moves Inc., 75 Sylvan Street, Suite C-104, Danvers, MA 01923 USA. Colors and parts may vary. MADE IN CHINA.

Item # 1242