

SNIT PLAYER'S TURN

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



BOLOTOMUS PLAYER'S TURN

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



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



SNIT'S REVENGE

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