



WHAT IS KILLER SNAILS?

The mission of Killer Snails is to bring science out of the laboratory and into the family room! We develop award-winning learning card games such as Assassins of the Sea and Biome Builder.

Reviewers say, "I love the snails! Love the art and concept and educational value."

"Super fun!"

ABOUT THE TEAM!

Developed with a practicing scientist marine biochemist, Killer Snails games are scientifically accurate. Vetted by an educational psychologist, our games reflect how children learn the specific STEM content contained within the game. With the expertise of our award-winning game designers, each game cleverly combines entertainment, design, and development.



LET'S PLAY!



Assassins of the Sea: Card Game

2-4 players analog, ages 12+, 30-60 minutes to play

Assassins of the Sea is a strategic deck-building card game where middle and high school students are scientists learning about venomous marine snails and competing to build the winning venom arsenal of potentially life-saving peptide compounds.

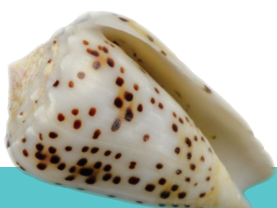
Accolades: 16'Bit Award for Best Tabletop Game from Playcrafting, MENSA Select Finalist in 2016, IndieCade 2017 Finalist

Biome Builder: Card Game

2 - 4 players, ages 8+, 20 minutes to play

In Biome Builder, budding ecologists discover diverse creatures across four distinct biomes: Amazon Rainforest, American Prairie, Sahara Desert, and Pacific Ocean. Players create food chains in this fast-paced card game but BEWARE! Action cards can upset the balance of these ecosystems. Race to build the richest food chains and ensure the survival of your biomes!

Accolades: 2016 Boston FIG Award for Best Family Tabletop Game, in the running for MENSA Select 2017



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