

RULES FOR PLAYING THE GAME OF SNAP

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SCARBOROUGH, ONTARIO

*Two Games may be played with the
cards in this box*

THE GAME OF SNAP

For 2 to 8 players

Object:

The object of the game is to win the entire pack of cards.

Equipment:

SNAP is played with 52 cards, divided into 13 different picture groups. There are 4 cards having like pictures in each group.

Play:

A player is chosen to deal the cards. This player shuffles and deals out the entire pack, one card at a time, keeping the cards face down as he deals. Some players will receive more cards than others except in a two-handed or four-handed game. Each player forms his cards into a pack which he places face down in front of him.

The player to the left of the dealer starts the game by lifting the top card from his pack and placing it, face up on the table in front of him. In doing this, he should turn the card outwards from himself so that all other players may see the picture on the card at the same time. Play moves clockwise — each player lifting and exposing in turn the top card of his pile.

At any time during the game that a player sees two cards alike turned up on the table he calls "Snap". The first player to call "Snap" takes all of the cards in the piles which are covered by the like cards. He places these cards face down under his own pack. After a player has used all the cards in his face down pack

he forms a new pack by reshuffling his face up cards and placing them face down. When a player has no more cards, he is out of the game but the remaining players continue to play.

Penalty:

If a player calls "Snap" when there are no two cards alike exposed on the table he must take the top card from his face down pack and place it in the center of the table as a penalty. If this card matches a card already exposed, the first player who calls "Snap" takes this card, plus the pile covered by the like card, and also the exposed pile in front of the player who is penalized. If this card does not match a card already exposed, the card is left face up in the center of the table and play continues. Should a card be exposed later that matches this exposed penalty card and a player notes it and calls "Snap", then that player is entitled to collect the penalty card, the pile covered by the like card, and the exposed cards in front of the player who was penalized.

Winning the Game:

The player who finally wins all of the cards in the deck wins the game.

Slap the Elephant

SLAP THE ELEPHANT may be played by two, three or four players. As in regular "Snap" the pack is shuffled and dealt face down, one card at a time to the various players. If three are playing, one player will have an extra card. Each player makes a pile of his cards in front of him, keeping the cards face down so that neither he nor the other players can see them.

The player to the left of the dealer takes the top card from his pack and places it face up in the center of the table. Other players follow in turn, playing their cards on top of the one played by the first player. When an elephant card appears, all players try to slap it. The first player to do so wins the entire exposed pile which he places face down under his own pile. The winner of a pile plays first to start another pile.

When any card with the picture of a mouse snapping his fingers appears, all players snap their fingers and the first player to do so wins the pile. He takes the pile as described above, and starts the play for a new pile.

If a player slaps a card that is not an elephant, or snaps his fingers at a card that is not a mouse card, the exposed pile is divided equally among the other players.

When a player loses all of his cards, he is out of the game. Other players continue to play until one player has captured all of the cards. That player is the winner.

Questions on the play of SNAP will be answered gladly by COLLETT-SPROULE BOXES LIMITED, SCARBOROUGH, ONTARIO if a four-cent stamp is enclosed with your letter.