

Snap

2 players

52 cards

Difficulty: Easy

Duration: Short

Win all the cards by being the first to call 'Snap' on matching ranks.

SETUP

- Shuffle a standard 52-card deck.
- Deal all cards face-down evenly among players.

SCORING

- No point system; win by collecting all cards.
- Players who run out of cards are eliminated.

Tip: Keep your eyes on all players' piles, not just the one being flipped.

ON YOUR TURN

- Players take turns flipping their top card face-up onto their pile.
- When two face-up piles show the same rank, shout 'Snap!'
- First to call it wins both face-up piles.
- Wrong call turns your face-up pile into a snap pool.

Snap is a fast-paced and simple card game suitable for small groups. It's an entertaining game that tests players' observation skills and reaction times. Gather your friends and see who can call "Snap" the quickest!

Players

2 or more players. The game can accommodate up to six players, but it becomes more challenging to manage with larger groups.

Card Deck

Use a standard deck of cards. The suits don't matter; what's important are the ranks.

Setup

1. **Gather Players:** Assemble a group of players. Snap can be played with as few as two players and up to six (or more).
2. **Choose Deck:** Select a deck of cards. The deck doesn't need to be complete; the ranks of the cards are what matters.
3. **Shuffle:** Thoroughly shuffle the deck to ensure randomness.
4. **Deal:** Deal out all the cards to the players.

Gameplay

1. **Deal Cards:** Deal the cards face-down, one at a time, to each player.
2. **Begin Play:** Start with the player to the left of the dealer. Players take turns flipping over the top card of their face-down pile and placing it face-up next to their pile.
3. **Continue Play:** Continue clockwise around the table until the first round is completed. Each person should have one card face-up next to their larger pile of face-down cards.
4. **Call "Snap":** When two face-up cards of the same rank appear, any player can call "Snap!" The first player to notice and call it wins both piles of face-up cards.
5. **Snap Pool:** If two players call "Snap" simultaneously, combine the matching piles into a snap pool in the middle of the table. The first player to call "Snap pool!" when a matching card is drawn wins the pool.
6. **Penalty for Incorrect Call:** If a player incorrectly calls "Snap," their face-up pile becomes a snap pool.
7. **Reuse Face-Up Pile:** When the face-down pile is exhausted, players pick up their face-up pile, turn it face-down without shuffling, and continue play.
8. **Elimination:** Players are eliminated when they run out of cards. The winner is the last player remaining with cards.

Variations

- Experiment with variations such as requiring the caller of "Snap" to be one of the players with the matching cards, or adjusting the rules for larger groups.

Tips and Strategies

- Pay close attention to the cards being flipped over.
- Be quick to spot matching cards and call "Snap" before others.
- Memorize the order of your cards to improve your chances of calling "Snap" accurately.

Tips & Strategy

Stay focused and alert to quickly spot matching cards. Practice quick reflexes to call 'Snap!' before opponents. Be mindful of the speed of play to avoid mistakes.

Focus on improving reaction times and visual recognition to gain an advantage. Watch opponents' piles closely to anticipate matches.