



# SNAP

Ages 4+ | Family based | 2+ players

## AIM OF THE GAME



- ▶ To win the most cards

## EQUIPMENT



- ▶ Playing cards

## HOW TO PLAY



- ▶ Split cards equally between players faced down.
- ▶ Take it in turns to place a card down in the middle face up
- ▶ If two consecutive cards are the same number or picture, the first person to put their hand on the pile shouting "Snap" wins the cards.
- ▶ When snap is called the winner chooses a physical action for the other players to perform that corresponds to the card numbers paired (e.g., two consecutive cards with the number 3 = 3 star jumps)
- ▶ The next person restarts the game and continues playing with different physical challenges when "Snap" is called. Play until one person has taken all the cards (or time is up).

## GAME VARIATIONS



1. Add a bit of maths to the game. Rather than using the corresponding paired card numbers to perform the physical challenge, try adding the paired numbers together or even multiplying together to give the number of actions needed to be completed.
2. You win by calling "Snap" when the card put down is one lower or higher than the card already in the pile. The winner chooses an action for all players to perform that corresponds to the card put down (For example if 4 is down in the pile, a 3 or 5 can be put on top to be able to choose a physical action for the other players. The other players would have to do either 3 or 5 actions i.e., hops or jumps)
3. Change the rules that Snap is called when one suit of cards is paired with another i.e., diamonds with spades, and hearts with clubs.