

15-30

MINUTES

2-4

PLAYERS

8+

AGES

SNARKAS

◆ CARD GAME ◆

OBJECT

The goal of the game is to collect cards and earn the most gems.

WATCH the How-To-Play video on our website!



[PlayHootenanny.com](https://www.PlayHootenanny.com)

PLAY

- ◆ The player to the left of the dealer goes first.
- ◆ On your turn, **you must play one card from your hand**. The card you play either gets added to the table with the Flop, or your card allows you to collect cards from the Flop.
- ◆ You can collect cards by matching a card from your hand to the card(s) on the table. You can also collect combinations of cards from the table that add up to the number of the card you played from your hand.

EXAMPLES:

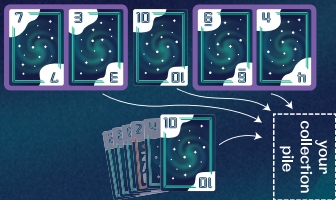
- ◆ Play a 2 card from your hand to match the 2 card on the table. Move both the 2 card you played and the 2 card from the table to your collection pile.



- ◆ Play a 5 card from your hand to match the two 5 cards on the table. Move all three 5 cards to your collection pile.



- ◆ Play a 10 card from your hand, and you clear all the cards on the table and earn a Snarkas Gem! The 10 in your hand matches the 10 on the table, so you take the 10. You take the other cards, too, because $7 + 3 = 10$ and $6 + 4 = 10$.



- Once all players have played all cards from their hands, the dealer again deals each player a new hand of cards (6 cards for 2-player / 4-player games or 4 cards for 3-player games). The dealer does not, however, lay out a new Flop, even if the table is empty after the prior hand.
- Play continues until there are no game cards left in the deck, and all game cards have been played. At that point, any game cards left on the table go to the last player who collected any game cards.
- Players count their cards and their gems (see SCORING) and write down their score. If no player (or team) has 50 or more gems at the end of the round, another round is played. Play continues until a player (or team) has 50 or more gems. The player (or team) with the most gems wins.

SCORING

- After all game cards in the deck have been played and a round is over, all players count their cards and gems to determine their scores.
- Count your collected **game cards** (not including any Snarkas Gems or bonus scoring cards). Bonus scoring cards are awarded as follows:
 - If you (or your team) collected the most game cards, you earn the Most Cards Bonus Card, worth 3 gems. If there is a tie, no one gets this card.
 - If you (or your team) captured all four Asters, you earn the Aster Bonus Card, worth 4 gems.
 - If you (or your team) captured all four Jolts, you earn the Jolt Bonus Card, worth 4 gems.
- Count all the **gems** that you (or your team) have collected. This includes any colorful gems depicted on the ZAP cards and on some of the numbered game cards, along with any Snarkas Gems and bonus scoring cards. (See example below.)

1 gem + 1 gem + 3 gems + 10 gems + 3 gems + 4 gems = 22 gems



WINNING



After one or more rounds of play, the first player or team to earn 50 gems wins!



SPECIAL CARDS AND PLAYS

ZAP Cards

ZAP cards are the most powerful cards. When a ZAP card is played, you clear the table and collect ALL the cards on the table. **Using a ZAP card to clear the table does not earn a Snarkas Gem.**

After a ZAP card is played, the next player must play a game card onto the empty table (which often leads to a SNARKAS!).

If you play a ZAP card onto an empty table because someone before you cleared the table, your ZAP stays on the table until another ZAP is played. If another ZAP is played to clear the table, this play does not earn a Snarkas Gem.



The Snarkas Play

When you collect all of the cards on the table **WITHOUT** using a ZAP card, yell “SNARKAS!” You earn a Snarkas Gem, which is equal to 10 gems! Take a Snarkas Gem and place it next to your game card collection pile. This is the biggest gem-earning move of the game!

Aster and Jolt Cards

Asters and Jolts are the two long-lost robot squads from the Snarkaverse. There are four Aster cards and four Jolt cards in the deck. These cards have no numerical value. You can collect Aster cards with Aster cards and Jolt cards with Jolt cards. On their own, these cards do not count toward your gem total, but if you collect all four Asters or all four Jolts, you earn extra gems.



After the Great Sneezle Upheaval,

precious gems were scattered across the Snarkaverse. Robots went into hiding, and the land fell quiet. Years later, these powerful gems are the only ticket out of exile.



Battle to win gems in this highly competitive card game. Sneaky strategies are used to ZAP! a path to victory and SNARKAS! your way to the top.

HOW TO RULE THE SNARKAVERSE

- **Remember that you can only play one card from your hand each turn.** That means you can play one card from your hand that matches the combined value of several cards on the table... but you can't play multiple cards from your hand that add to the value of one card on the table. The addition collection tactic only works one way!
- Keep in mind which cards have been played. In situations where you have to play a card onto an empty table, this can reduce the odds that your opponent will SNARKAS!
- Play your ZAP cards strategically. It's often best to play them when players have a lot of cards in their hands because it's more likely to lead to a SNARKAS!
- If you have a card in your hand that matches a card on the table, you don't have to play it. Play your cards whenever they are most advantageous for your strategy.
- Want longer game play? Pick a goal other than 50 gems! 75, 100, or even 150 gems work just fine. Once you start playing, it's hard to stop at just 50!

GAME DESIGN BY

METRE
IDEAS + DESIGN

galactic  sneeze®
CONTAGIOUS CONCEPTS


ART DESIGN BY

 ST8MNT

Hootenanny
GAMES

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Feeling Snarky? Email us!
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