



# SNAP

**Players: 2-4**

**Ages: 4-8**

**Place: Table or other flat surface**

**Equipment: 1 deck of VoWac Alphabet Playing Cards**

**Snap** is a game in the Slapjack family, and like Slapjack is suitable for preschoolers. The most important difference is that, to play Snap, children do need to be able to match the letter symbol with its saying. Also, this game promotes shouting rather than slapping.

Everyone picks a card, and the one who draws “a” or closest to it, shuffles and deals out the cards, one at a time, facedown. Each player then straightens his cards into a stack but does not look at them. The object is simply to win all the cards and to make a lot of noise in the process.

The player on the dealer’s left goes first by turning over the top card on her stack and laying the card face-up beside her pile. One by one, the other players do the same. The cards keep piling up until a card appears that is the same with either the matching letter or saying, as another faceup card. When that happens, all the players (including the player who turned up the matching card) race to yell “Snap!” The first player to cry out “Snap!” gets to snatch both faceup piles and add them to the bottom of his own facedown stack. The play then continues around the circle (to the left of the player who turned up the matching card).

Any player who gets overeager and shouts “Snap!” at the wrong time must give each of the other players a card from her facedown stack. If two players yell “Snap!” at exactly the same time, the piles with the matching cards are stacked on top of one another in the middle. This is the “Snap Pool”. Play goes on as before, except that now the first player to call out “Snap Pool” when someone turns over a card matching the one on top of the snap pool gets to add all those cards to his facedown stack. If two players yell out at the same time, a second snap pool is created and both are up for grabs.

When a player runs out of facedown cards, she turns over her faceup pile and continues playing. Anyone who runs out of all his cards is out of the game. The player who collects all the cards is the winner.