

SNAP

(REGISTERED TRADE MARK)

The Most Popular Round Game ever produced

RULES FOR PLAYING

The game may be played by any number of persons.

The cards are to be dealt round to all the players until exhausted, and each player places his cards in a pile in front of him.

Each player, as his turn comes to play, is to raise the uppermost card of his pile, and place it smartly before him on the table, face upwards.

Whenever two similar cards are turned up the owner of either of them must cry "SNAP" and the first player to do so claims his opponent's cards and in addition all the turned up cards beneath it. These cards are to be added to the player's upturned pile.

If both players cry "SNAP," and it is doubtful which was the first, the disputed cards are to be placed face upwards in the pool, and to be snapped as described.

The player who snaps all the cards wins the game.

CAUTION.—Beware of so-called "Snap Games," copied from our original game, these on being examined will be found inferior both in design and quality.

ORIGINAL PUBLISHERS

John Jaques & Son, Ltd.

20 & 21, KIRBY ST., HATTON GARDEN, LONDON, E.C.1

[P.T.O.]



A HIGHLY AMUSING GAME
GRAB SNAP

RULES FOR PLAYING

The cards are dealt and played as described in the game of Snap. In the centre of the table a cork, reel of cotton, or some such similar article is placed, and instead of the players calling "Snap" at the appearance of two similar cards, they must snatch up the cork or whatever article is being used. The player who secures the cork takes possession of the cards as in Snap. Should the player touch the cork when there are not two similar cards in view, he must place his upturned cards in the pool. The player who obtains possession of all the cards is the winner.

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