

THE GAME OF SNAP (Punch and Judy Series)

McLoughlin Bro. 1892

Deal the cards, one at a time face downward, until all are given out. Each player leaves his cards in a pile on the table in front of him, face downward.

The dealer begins the game by turning up his top card, and throwing it face upward in front of his pile.

As the cards are exposed, when any player sees two which are alike, he calls "Snap".

The player first calling "Snap" takes the two matched cards and lays them aside for game. The dealer must decide in all cases of dispute who first called "Snap".

The players in turn continue to expose their top cards and when their first or original pile is exhausted turn face downward their pile of exposed cards and play from that, and so on, until all the cards are matched.

If a player calls "Snap" wrongly, or when there is no match, he forfeits one of the matches which he may have won.

When all the cards are matched, the player having the largest number wins. The game may also be decided by the sum of the numbers on the cards won.