

game continues as above described until one player wins the entire pack.

6 If any player calls "Snap" when there are no duplicate cards in sight, such player must, *as a forfeit*, place one card *face up* in the centre of the table. Any player noticing the mate to this card turned up and calling "Snap" takes this card and also all cards in front of the player who placed it in the centre of the table.

7. The player obtaining all the cards in the pack, Wins the Game.

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#### DIRECTIONS FOR PLAYING

## THE GAME OF SNAP

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#### DIRECTIONS FOR PLAYING SNAP.

For any number of players.

1. Distribute the cards equally among the different players, keeping them always *face down*. Each player makes a pile of his cards in front of him, still keeping them *face down*.

2. The player at the left of the dealer commences the game by taking off the top card of his pack and placing it on the table *face up* in front of his pack.

3. In doing this care must be taken to turn the

card *outward* from the player, so that all the others may see the picture upon the card at the same time.

4 Each player on the left then, in turn, turns up the top card of his pack in the same manner. When, at any time, any player sees two cards which are alike turned up upon the table, he or she may call out "Snap", and the *one first calling* takes all the turned up cards in *both* places where the duplicate cards appear.

5. The successful player takes all cards won and places them *face down* under his original pack and must then play his top card upon the table. The