

SNARE

A word-building game for the entire family

Object of the Game: To score 1,000 points by forming, adding to, or snaring words. Word value is determined by length and color of words.

The Pack consists of 108 cards. There are 8 special or wild cards; 26 red cards (one for each letter of the alphabet); and 74 cards with black letters.

Number of Players: Two to eight. Even numbers may play partners.

The Deal: For a two- or three-handed game, deal nine cards to each player. For four or more players, deal seven cards to each. Turn the top card of the deck face up. This starts the discard pile. Put the rest of the deck face down. This is the drawing pile. Play starts at the left of the dealer.

Directions for Playing: The first player, and each subsequent player, may take either the top card from the discard pile or TWO cards from the drawing pile. He must also discard one card. At his turn of play, he may lay down words of three or more letters in front of himself or hold them until a later play. Once words are on the table, a player at his turn may add to his own or oppon-

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5. An all red word may be taken by a wild card or a black letter but scores as a mixed word.

6. A player may lay down as many words as he wishes at his turn. He may also make more than one snare at a turn.

Penalties: Should a player misspell a word, he may be challenged and all play stops. If found to be in error, the person challenging has two choices:

- a. He may take one of the exposed letters from the misspelled word.
- b. Or he may draw one card from either the drawing or discard pile.

The player challenged then places the remaining letters in his hand and play continues. A word can never be challenged after the next player has started to play.

Should a person challenge a word and prove to be wrong, 20 points is taken from his score.

If a player snaring a word proves to be in error, he is penalized twice the value of the word he tried to take.

Breakdown of Letters:

8 wild cards.

26 red cards, one for each letter of the alphabet.

74 black cards divided up as follows: 8 A's, 3 D's, 9 E's, 2 G's, 8 I's, 3 L's, 2 M's, 3 N's, 7 O's, 5 R's, 3 S's, 5 T's, 3 U's, 1 each of B, C, F, H, J, K, P, Q, V, W, X, Y, Z.

ents' words to make an entirely new word. Such words may be all black letters, all red, or mixed. Three- or four-letter words may contain one wild card. Words of five or more letters may contain two wild cards. Words over four letters can, at a player's turn, be turned face down or "closed." Such words cannot be added to or captured. Words left face up are "open" and can be added to or captured.

Snaring: To snare a word, the player after his draw takes an opponent's word, if he can add one or more letters to it to make a new word. (A word cannot be captured simply by making it plural.) A captured word can never be "closed." No player can make a capture until after he has made an initial lay down of one or more words himself.

In addition to taking words, a player may obtain a wild card by exchanging a letter from his hand for a wild card in front of him or his opponent. Such a substitution must be done with the same letter as is called for in the wild card.

Going Out: To go out a player must use all of his cards in making words. If necessary, he may discard his last card. However, no player may go out until he has on the table before him a minimum count of 100 and until each player has had at least one turn. After a player goes out, each player totals the value of words he has built. See SCORING. He is penalized 10 points for each

letter card remaining in his hand and 20 points for each wild card. The game ends when a player has a score of 1,000 points. A time limit or a larger or smaller total may be set by consent of players at beginning of game.

Over 400 Point Rule: When one player reaches a score of 400, he must be able to make an initial lay down of words totaling at least 70 points. After 600 points, the player must make an initial lay down of 90 or more points. A capture of a word may count in this initial play.

Scoring: 3 letter word 30 points
 4 letter word 40 points
 5 letter word 50 points

Any word over five letters adds 20 points for each letter over five.

A word of ALL RED LETTERS (no wild cards) has the value of the word multiplied by the number of letters in the word.

Special Rules

1. Abide by spelling in any standard dictionary. Check words after a play rather than before.
2. No proper names, hyphenated words or contractions may be used.
3. An "open" word may never be taken by simply making it plural. However, a player may lay down a plural word or may make his own word plural.
4. Words are changed or snared only at each player's turn of play.