

# **S N A G** <sup>T.M.</sup>

*The stimulating new game of chance and strategy*

- **It nags your memory.**
- **It tests your alertness.**
- **It prods you to press your luck.**



## INSTRUCTIONS

**OBJECT OF THE GAME:** To accumulate the most tiles, using a combination of alertness and memory to help your luck along, while frustrating the other players' moves.

**NUMBER OF PLAYERS:** 2, 3 or 4.

**EQUIPMENT:** 1 playing board, 76 numbered tiles, 4 racks, score pad, 2 pencils, 4 blank tiles to replace tiles which may become lost. (Push out tiles on web board when ready to play.)

**BEFORE ACTUAL PLAY BEGINS:** ■ Scramble all tiles face down (blank side up). ■ Each player then picks up one of the tiles to decide the order of play. ■ The player who picks the lowest tile number goes first. ■ All other players take places to his left according to the number picked. The player who picks the highest number goes last. ■ Each player returns his tile to the pile which is then re-scrambled. ■ Appoint a scorekeeper who fills in the names on the score card of all players in their order of play. ■ Each player picks up 4 tiles at random and places them on his rack, making sure his opponents do not see the numbers.

### NOW LET'S PLAY:

- ① The player who picks the lowest number places one of his 4 tiles on the corresponding number on the board. He replaces the tile played by immediately drawing another tile from the pile so that he always has four (4) tiles at the end of his turn.
- ② The next player (to the first player's left) continues the play in the same manner as the first player, and all other players follow suit until all the tiles have been played.

**3** When a player achieves a “run” with four or more tiles in a row (see illustration “A”), he yells SNAG and picks up all the tiles that are in that line. A “run” may be across, up and down, or diagonal. These tiles are put aside, to be counted in his score at the game’s end, and are not used again.

**4** As shown in illustration “A”, numbers 4, 5 and 6 have already been played. By playing #7, you may pick up all 4 tiles as your winnings.

It is possible to win more than 4 tiles at a time and 4 or more tiles in a row going more than one way (see illustration “B”). Here numbers 94, 95 and 96 as well as numbers 88, 79 and 70 have been played. By playing #97, you thus make a “run” of 4 tiles going two ways and all seven tiles are your winnings.

**5** When a player completes a “run”, he must yell SNAG to indicate that he saw the “run”. If he fails to call out SNAG, he forfeits the “run” to the first player who yells SNAG.

**6** Thus if player #1 makes a “run” but fails to see it and #3 yells SNAG, #3 picks up the “run”. Player #2 is also penalized for missing the call by losing his move and it becomes #4 player’s move.

**7** A game is finished by playing out all the tiles, including the tiles on your rack.

**8** The winner is the player with the most tiles at the end of the game.

**9** The winner of each game starts the next game.

### USE STRATEGY

The strategy is to complete “runs” which give you the maximum number of tiles and to withhold playing tiles which might enable an opponent to complete a “run”. It is helpful

to remember which numbers have been previously played and which "runs" have been picked up by opponents. By having this information, late in the game, you can play "safe" tiles—those which cannot be of value to your opponents.

### HOW TO SCORE:

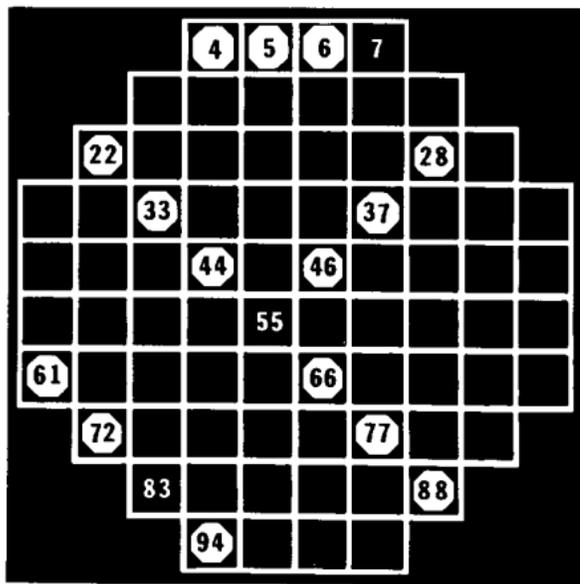
The winner may be rewarded in many different ways. The most popular are as follows:

- **EACH GAME PLAYED SEPARATELY:** Winner of the highest score is rewarded 10 points bonus and also receives the difference between his total score and each loser's score, which is recorded under each player's plus or minus column on the score card.
- **A CONSECUTIVE SERIES OF GAMES:** First player to win 100 tiles or more is the winner. Winner receives and records under his plus column 100 points for scoring highest total of all games played. He also receives the difference between his total score of all games played and each loser's total score which is recorded under each player's plus or minus column.
- **A PREDETERMINED NUMBER OF GAMES DECIDED IN ADVANCE:** From 2 to 7 games. The player who scores the highest total for a predetermined number of games wins 100 points. Winner receives and records under his plus column 100 points for scoring highest total of all games played. Winner also receives the difference between his total score and each loser's score which is recorded under each player's plus or minus column.

Many SNAG players make up special rules of play and methods of scoring. This is permissible if agreed to in advance by all players.

**USE THE SCORE CARD:** By following directions on the SNAG score card, you will be able to play SNAG with greater awareness.

ILLUSTRATION "A"

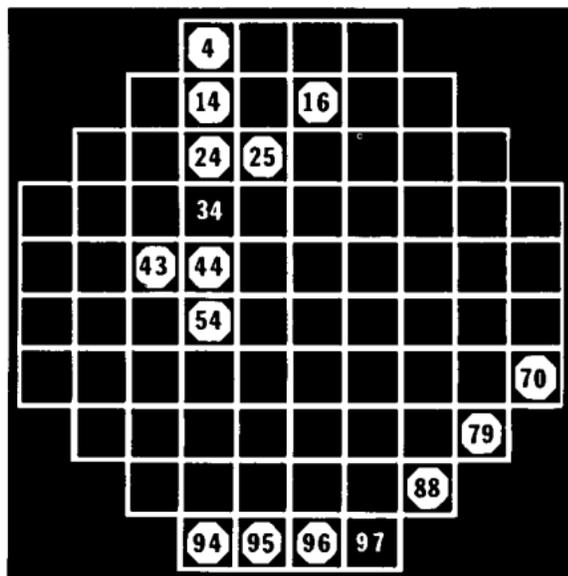


Example: Numbers "4", "5" and "6" have previously been played. By playing "7", you can pick up all four tiles.

Example: Numbers "22", "33", "44", "66", "77", "88", "46", "37", and "28" have previously been played. By playing "55", you can pick up ALL the tiles aligned with "55" (10 tiles in all).

Example: Numbers "61", "72" and "94" have previously been played. By playing "83", you can pick up all four tiles.

ILLUSTRATION "B"



Example at top: By playing "34", you complete a vertical and diagonal "run" and pick up 9 tiles.

Example below: By playing "97", you complete a horizontal and diagonal "run" and pick up 7 tiles.