

Snap Card™ Games

Our interactive Snap Card™ Games offer various features which will allow players to test their knowledge, as well as their memory.

Pairing Game

Objective

To collect as many correct pairs as possible by matching the Question with its Answer.

Number of players and cards

This game should ideally be played with 4-6 players, with a minimum of 20 pairs of cards. There is no maximum limit on the number of players and cards one wishes to play with.

Preparations

A minimum of 20 pairs of Snap Cards™, along with their Reference Sheet will need to be arranged. The cards will need to be shuffled and laid on a table in rows and columns. All the cards will need to be placed 'face down', so that the information on the cards is not visible. This arrangement is called the 'Bank'.

A time limit for each round (ideally 120 seconds), and a method of beginning and ending each round is to be decided (e.g. the player whose date of birth has the lowest numeric value may begin and end each round). Rounds may be started and ended in various ways - by shouting "Start" and "End", or by ringing a bell, or by any other such audible method.

Playing the game

1. When the command for starting the game is given, ALL the players will SIMULTANEOUSLY try and match as many pairs as possible. Each player may pick any two cards, and view the information printed on them. A player can pick only two cards at a time.
2. If a player feels that the cards picked are correctly matched, then that player can keep the pair, and proceed to pick another pair. If a player feels that the cards do not match, then that player must return either one or both the cards back into the 'Bank', and proceed to pick either one or two new cards. The player must return the cards 'face down' to make the game more challenging.
3. At the end of the time limit, the players must display the cards picked by them, and verify them jointly, using the Snap Cards™ Reference Sheet. If a pair collected by a player is incorrectly matched, then that player must return that pair to the 'Bank'. As a penalty, the player must add a correctly matched pair from his/her own collection to the 'Bank' (if he/she has collected any correct pairs).
4. The player with the least number of correctly matched pairs or no correctly matched pairs is removed from the game and that player's cards (if any) are put back 'face down' into the 'Bank'. This is the end of the first round.

5. The next round starts with the remaining players. The procedure is repeated as described above. The rounds continue till only one player is left, who is declared the 'Winner'.
6. In case of a tie between players having least number of correct pairs or no correctly matched pairs, all such players throw their cards (if any) into the 'Bank', and are ruled out from the game. In case all players are in a tie, the round is continued with the balance cards in the 'Bank'. In case there is a tie and no cards remain in the 'Bank', all the players are declared 'Winners'.

Matching Pairs Memory Game

Objective

To collect as many correct pairs as possible by matching the Question with its Answer.

I. Single Player Game

Number of cards

This game should ideally be played with a minimum of 10 pairs of cards. There is no maximum limit on the number of cards one wishes to play with.

Preparations

A minimum of 10 pairs of Snap CardsTM, along with their Reference Sheet will need to be arranged. The cards will need to be shuffled and laid on a table in rows and columns. The cards should be then placed 'face up' and the information on the same should be viewed in a given time limit (ideally 60 seconds).

Firstly, the player needs to try and identify the correct pairs. Once this is done, the player needs to memorize the location of the cards. At the end of the time limit, the player should turn over the cards 'face down' in the same location as they were placed earlier.

A method of beginning and ending each round is to be decided (e.g. the player whose date of birth has the lowest numeric value may begin and end each round). Rounds may be started and ended in various ways - by shouting "Start" and "End", or by ringing a bell, or by any other such audible method.

Playing the game

1. The player should try to match as many pairs as possible in a given time limit (ideally 120 seconds), by picking two cards and checking to see if they are correctly matched.
2. If the cards are correctly matched, he/she should keep the pair aside and look for another pair. If the cards are incorrectly matched, he/she should replace the same 'face down' in the same location, and pick another pair. At no point of time can the player hold more than two cards simultaneously.
3. This process is to be continued till the given time limit is over, or till all the pairs have been correctly matched, whichever is earlier.

II. Multi-Player Game

Number of players and cards

This game should ideally be played with 4-6 players. Depending on the number of players, the minimum number of pairs of cards to be used should be -

Four players - 20 pairs

Five players - 25 pairs

Six players - 30 pairs, and so on.

There is no maximum limit on the number of cards one can play with.

Preparations

Depending on the number of players, the minimum pairs of Snap CardsTM (as mentioned above), along with their Reference Sheet will need to be arranged. The cards will need to be shuffled and laid on a table in rows and columns. The cards will need to be placed 'face up' and the information on the same should be viewed in a given time limit (ideally 120 seconds).

Firstly, each player should try and identify the correct pairs. Once this is done, he/she should memorize the location of the cards. At the end of the time limit, the player should turn over the cards 'face down' in the same location as they were placed earlier.

A method of beginning and ending each round is to be decided (e.g. the player whose date of birth has the lowest numeric value may begin and end each round). Rounds may be started and ended in various ways - by shouting "Start" and "End", or by ringing a bell, or by any other such audible method.

Playing the Game

1. The first player (decided by a mutual selection process) should pick any two cards at a time and check to see if they are correctly matched. The player must pick one pair of cards in a given time limit (ideally 10 seconds).
2. If the player feels that the cards picked are correctly matched, that player should display these cards to the other players, then keep the pair aside, and proceed to pick another pair. At any point, any player may challenge the current player, if it is felt that the pair being claimed by the current player is incorrect. If the challenge is valid, the current player must return the pair 'face down' in the same location, and forfeit a turn. If the challenge is invalid, the challenging player will forfeit a turn. The player next in turn, will now try and match the pairs according to the process described above.

3. This process is continued till all the pairs have been correctly matched. The player with the highest number of correctly matched pairs is declared the 'Winner'.

Rummy Game

Objective

To match correct pairs of a Question and its Answer, and to be the first one to have only one unmatched card left in hand.

Number of players and cards

This game can be played by a minimum of two players. This game should ideally be played with 52 pairs for 2-4 players. There is no maximum limit on the number of players and cards one wishes to play with.

Preparations

A minimum of 52 pairs of Snap CardsTM, along with their Reference Sheet will need to be arranged. One player shuffles the cards and distributes a minimum of 11 cards to each player (this number can be increased as deemed fit, but it should always be an odd number). The remaining cards will need to be placed 'face down' on a table, one on top of the other. This is called the 'Bank'.

Playing the game

1. Before the game begins, the players may match any correct pairs from the cards in hand, and keep them aside. The player sitting to the left of the person who has shuffled the cards begins the game. This player picks the topmost card from the 'Bank' and checks to see if it matches with any of the unmatched cards in his hand.
2. If a pair is formed, the player can keep the new card and throw another card 'face up' into a separate pile called 'Discard'. If a pair is not formed, the player can either keep the card that was last picked, and throw another card into the 'Discard', or throw the same card back into the 'Discard'.
3. The player next in turn repeats the same process. From now on, the players can pick the topmost card either from the 'Bank', or the 'Discard'.
4. The game continues till all the cards in the 'Bank' are exhausted, or till one player has formed all possible pairs from his cards and has only one unmatched card left in hand. At the end of a game, the points for each player are calculated by multiplying the number of correctly matched pairs a player has formed from his cards into 10 which is as follows:-

Points = (number of correctly matched pairs) multiplied by 10.

5. The player with the highest number of points is declared the 'Winner'. In case where more than one player has the same points, all of them are declared 'Winners'.

Note

One could continue the game by shuffling the Cards in the 'Discard', and using them again as the 'Bank'. The winners could be then decided at the end of such subsequent games.