

Snap Instruction Sheet

Introduction

Reinforce what the children have learnt about Singapore's biodiversity with Snap, a simple card game for up to four players. Each set consists of 26 pairs of game cards, both cards in each pair being identical. The face of each card features the illustration of an animal or plant and its name. The goal is to win all the cards, using accurate observation and quick reaction.

Set-up

- Players sit in a circle facing one another.
- One player (the dealer) shuffles the cards and divides them into equal piles. The number of piles is dependent on the number of players. One stack is placed face down in front of each player.

How the game is played

- 1) The player to the left of the dealer goes first.
- 2) The turn to play passes clockwise.
- 3) On each player's turn, he or she quickly flips over the top card in his or her stack, and places it face up next to the remaining cards in the stack. See illustration below:



- 4) As soon as a card that is turned over matches any of the already face-up cards in the circle, any of the players who notices the match calls out "Snap!"
- 5) The first player who calls out "Snap!" wins both face-up stacks with the matched cards.
- 6) This player then adds the two won stacks to the bottom of his or her face-down stack.
- 7) The game continues with the player to the left taking the next turn.

Solving Ties

- If two players call out "Snap!" at the same time, the two stacks with the matching cards are combined and placed face up in a Snap Pot at the centre of the table.
- The game continues with the next player's turn.
- When a player turns over a card that matches the card on top of the Snap Pot, players race to be the first to call out "Snap Pot!" in order to win the Snap Pot stack and its matching stack.

Making a Mistake

- When a player calls out "Snap!" or "Snap Pot!" at the wrong time, he or she must give his or her top card to the previous player.
- If a player makes a mistake on his or her own turn, he or she must give up his or her card to the player on the right.

Elimination and Winning

- When a player runs out of face-down cards on his or her turn, he or she turns over his or her face-up stack to make a new face-down stack.
- He or she then turns over the top card in the new face-down stack and the game continues as before.
- If he or she has run out of cards even after having made a new face-down stack, the player is out of the game.
- The player who wins all the cards (or who has the most cards after a time limit) wins the game.



Olive-backed Sunbird





Oriental Pied Hornbill





Painted Jezebel





Plantain Squirrel





Smooth-coated Otter





Sunda Pangolin





Swamp Forest Crab





White-bellied Sea Eagle





Yellow-spotted Mudskipper





Bird's Nest Fern





Casuarina





Cattail





Fish Poison Tree





Swamp Fern





Tembusu





Tiger Orchid





Vanda Miss Joaquim





Asian Toad





Brahminy Kite





Collared Kingfisher





Common Parasol Dragonfly





Forest Fighting Fish





Leopard Cat





Long-tailed Macaque





Malayan Colugo





Malayan Water Monitor

