

## SNIP, SNAP, SNORUM

The pool becomes the property of the player whose stock of counters holds out the longest, and he is the winner of the game.

If the game is not decided when all the cards have been played, they are dealt again, amongst the players who still have counters, as many times as may be necessary.



## THE GAME

OF

## SNIP, SNAP, SNORUM

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ANY NUMBER OF PERSONS MAY PLAY  
THIS GAME

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## SNIP, SNAP, SNORUM

### DIRECTIONS FOR PLAYING.

THE cards are dealt amongst the players as equally as possible, and each player, besides his cards, receives five counters. The latter come in a sheet which should, of course, be cut up before playing.

The cards are in sets of four which are alike. The first player plays a card, and the player on his left looks through his cards to see if he has one like it. If he has one, he puts it down, and says "Snip." The first player must then pay *one* counter to the centre of the table, which is called the "pool."

## SNIP, SNAP, SNORUM

If the next player should chance to have another card like the two already played, he plays it, and says, "Snap," and the player who played the second card must pay *two* counters to the pool.

If the fourth player should have the fourth card like the other three, he plays it, and says, "Snorum." The third player must now pay; his fine is *three* counters to the pool.

Everyone plays a card in his turn as long as his cards and counters last, whether he can "Snip" or not; and he *must* "Snip," or "Snap" or "Snore," whenever it is in his power.

When any player has paid all his five counters to the pool, he is out of the game.