

## Schnapp's

### Material

96 image tiles  
30 task cards  
18 handicap cards  
1 describer card  
1 browser card  
1 hour glass  
40 wooden cubes in three colors

### Game preparations

- Spread the image tiles openly in the middle of the table making sure that none is hidden
- Shuffle the task and the handicap cards separate from each other and prepare them as upside-down stacks.
- Have the hour glass standing and put the wooden cubs next to it.

### Goal of the game

One player receives a task card. He tries to describe the motives it shows in a way that team mates recognize the respective image tiles as quickly as possible and snatch them off the table. The more correct image tiles his partner snatches, the better. Starting quite easy, in the following rounds it becomes a real challenge by the introduction of handicaps. Here you need to explain while jumping on one leg, there another player distracts by constantly yakking...

### Gameplay

One player is the "describer" of the first round. He puts the describer card in front of himself. His left neighbor handles and observes the hour glass. The next player in clockwise direction is the "browser" and puts the card "Schnapp's!" in front of himself. The other players observe the hour glass and – in subsequent rounds – obedience to the handicaps as well.

1<sup>st</sup> Round – Ready, steady, go!

Upon the command: "Ready, steady, snatch!" the hour glass is turned. At the same time the describer takes the topmost task card from the stack and starts immediately to describe a motive as his first.

This is important while describing:

- The describer must not give hints to the position of the respective image tile on the table.
- He must not show his task card to anybody while describing.
- He must not comment the validity of the browser's pick by "yes", "no" nor any other words or gestures.
- The describer does not need to describe the motives in a specific order. He may stop a description any time and switch to another arbitrary motive of his choosing.

Now the browser may snatch image tiles. As soon as he thinks that he has found the right motive, he places the tile in front of himself.

This is important while browsing and snatching:

- The browser may take one image tile only per motive which is described to him. If he changes his mind about a tile which he already snatched, he must return it before taking another.
- The browser may not ask any questions.
- The browser may inform about the status of his search by saying "Next!" or "Got it!".

"Describer" and "browser" have time to collaborate on finding as many motives as possible until the hour glass ran out of sand. As soon as this happens the other players shout "Stop!" and the search operation is aborted.

Scoring – Describer and browser receive the same amount of scores

Now all players compare together how many of the required motives have actually been found. For every correct motive the describer as well as the browser each receive one score. Wrong motives do not count.

Both players take the respective amount of cubes out of the supply. Exchange is always allowed. A blue cube counts for 1 score – a green cube 5 and a red cube 20 scores.

Next please!

At first all the snatched image tiles are returned to the others in the middle. The cleared task card is taken out of the game. Then the roles of the describer and the browser as well as the hour glass are passed to the respective left neighbor that the player who just was "browser" gets the hour glass, his right neighbor becomes "describer" and his left neighbor is the new "browser". The (new) describer takes the next task card without anyone else seeing it, the hour glass is turned and go!

2<sup>nd</sup> Round – Even more pep with handicap

When every player has been describer, the 2<sup>nd</sup> round starts. The next describer first takes the topmost handicap card from the stack and reads it loud. As soon as the hour glass runs, the describer must circumscribe the motives that in doing so he does not violate his handicap.

The other players observe compliance to the handicap. In case they notice a violation the motive may not be described any further (not even later on) and the browser is not allowed to take a respective image tile. The describer immediately switches to another motive.

Used handicap cards are put under the stack after the hour glass ran out of sand.

3<sup>rd</sup> Round – In a snapping rush roles are swapped

When every player has been describer twice, the 3<sup>rd</sup> round starts. In the 3<sup>rd</sup> round roles are swapped: As soon as the first player got the describer card for the third time, he immediately passes it on to the next but one from whom he gets the browser card. Therefore, now the same pairs as before play, but with roles swapped. Again the describer takes a handicap card, before the hour glass is turned. After scoring the hour glass, the browser and describer cards are passed on to the respective left neighbors as usual.

End of game and winner

When all the players have been describer for the third time, the game ends. The player wins who now has the highest score.

## Variants

Mixed up! - Teamwork with changing partners (for 5 to 8 players)

Mixed up! goes by the same rules as the basic game along with the following specifics:

- There is always one describer and **three browsers**.
- The three browsers always sit next to each other and follow the player who observes the hour glass.

Example for 5 players

describer

hour glass

browser

browser

browser

- At the end of a round (after scoring) the roles of the describer and the browser are passed on to the respective left neighbors as usual.
- The browsers together may take **only one tile** for every motive described.
- All three browsers as well as the describer receive the same amount of scores. When everybody has been describer for three times, the game ends. The player with the highest score wins.

The Team Game – united we stand (for 4,6 or 8 players)

The team game goes by the same rules as the basic game along with the following specifics:

- The players split up into two equal teams.
- Team 1 starts while team 2 observes the hour glass and the handicaps.
- The playing team provides a describer, **while all the other players of the same team** are "browsers" and look for the right tiles **at the same time**.
- The browsers may snatch only one tile for every motive described. To this end they need to agree on the tiles they want to take.

After the scores have been determined, it is the turn of team 2 and team 1 take care of the hour glass etc. Each time when the teams swap roles, another player becomes describer of the playing team. When everybody has been describer three times, the game ends. The team with the highest score wins.

The Cooperation Game – united vs. time (for 4 to 8 players)

The cooperation game goes by the same rules as the basic game along with the following specifics:

- It is the objective to jointly score negative (wooden cubes) as little as possible.
- One player is the describer of the first round, while **all others** look for the right image tiles together. Everybody needs to keep an eye on the hour glass at the same time, to see when it ran out of sand.
- For every motive described **every browser may snatch 1 tile**.
- Per each round every browser may only snatch up to three image tiles and put them in front of himself.

- The one who already collected three tiles, may help his fellow players to snatch the sought-after image tiles.
- All the snatched image tiles count as common loot. **For every motive on the task card which has not been found** the players receive a negative score at the end of the round. The respective amount of wooden cubes is put aside from the supply.

When every player has been describer for three times, the game ends. Now you count the negative score.

To see how well you played, you best start over right away. Set a goal before, by how many scores you want to improve. Are you going to make it

## Handicaps

The handicaps are in effect all the time while a task card is described. For example, you are supposed to press your tongue against your cheek while talking...

Explanations about the handicaps:

- Put the generic terms next to you (see the backside of the game rules). Do not use any of these generic terms: You also may not use any derivatives (plural, word combinations etc.) of the generic terms.
- Ship, boat: Example: Words like "ship deck" or "boars" are forbidden either.
- As soon as the hour glass is turned, memorize the task card and then describe by heart: For the descriptions the hour glass is turned (again) as usual.
- "A third player may describe as well (and may say completely wrong things)." / "A third player browses along and tries to snatch the sought-after motive first. He also may take one tile only per motive.": The third player is neither browser nor describer.
- Jump on one leg while describing: If you do not play on a table, jump around the players.
- A third player turns 5 arbitrary tiles upside down. All players see which these are: You may look under tiles which are upside down. When they are not snatched they need to be returned upside down.
- Take to task cards. Describe all motives of one card to the browser and snatch the motives of the second card from the middle yourself: The task card to be described may not be mixed with the one, which is supposed to denote the image tiles to snatch yourself.
- While describing you may use one vowel only: The describer may pick a vowel, which he then uses permanently.

Generic Terms of the image tiles  
(from left to right one row after the other)

mountain, letter / envelope, butterfly, ship / boat, clown, dog,  
cat, cow, fish, palmtree / island, key, ball,  
flower / bouquet, clock / alarm, castle / palace, car

## Handicap Cards

- Press your tongue against your cheek
- Put the generic terms (see the back of the game rule) next to you. Do not use any of these generic terms.
- As soon as the hour glass is turned, memorize the task card and then describe by heart: For the descriptions the hour glass is turned (again) as usual.
- Do not use any numbers (the words „a“ and „an“ are allowed)
- Do not use colors.
- Use only five words per motive.
- A third player may also describe (and say completely wrong things).
- Jump on one leg around the table while describing.
- A third player turns upside down 5 arbitrary tiles. All players see which these are.
- Describe singing.
- Describe while poking out your tongue.
- Take to task cards. Describe all motives of one card to the browser and snatch the motives of the second card from the middle yourself. (Afterwards you count which one of you snapped less correct tiles. You equivalent you receive as score.)
- Put two fingers upright into your mouth.
- Snatch image tiles yourself while describing which actually are not shown on your task card - for example a clown when there is not any clown on your task card. (Afterwards you count which one of you snapped less correct tiles. You equivalent you receive as score.)
- You may only use one vowel while describing.
- While you describe a third player browses as well and tries to find the tile first. He also may only take one tile per motive described.
- Every second word of your description must be „Schnapp's“.
- Balance the game box on your head. When it falls, stop describing and put it back on.