**Title: Snapper**

**Objective:**

The goal of the game is to be the first to correctly shout "Snap!" when two cards of the same rank are played in succession. To win, you must end the game with the most cards in your draw pile.

**Materials:**

Standard 52-card deck

Paper and pen for keeping score (optional)

**Setup:**

Shuffle the deck thoroughly and deal the entire deck evenly among the players.

**Gameplay:**

* Players hold their cards in a stack, **facing down**. This is **their** **individual draw pile**.
* Each player takes turns flipping the top card of their draw pile face-up into the center.
* Players watch for the moment when **two consecutive cards of the same rank** are played **one after the other** **(**ex: two 4’s are played one after the other**)**
* The first player to correctly shout **"Snap!"** and slap their hand on the pile wins that round.
* **The player who successfully snaps takes the entire central pile of cards and adds them to the bottom of their draw pile.**
* If a player shouts "Snap!" **incorrectly** or **if there wasn't a valid snap**, they must **give one card from their draw pile to each player.**
* If a player runs out of cards, they can be brought back into the game **if an active player calls an incorrect snap.** In this case, the cards in the center that were incorrectly snapped **will go to the “out” player,** along with the player who incorrectly snapped having to deal a card to each player.
* The game continues until a predetermined number of rounds, and the player with the most cards in their draw pile at the end wins. **If both “Oh, SNAP!” cards are played one after the other, the first player to call the snap will automatically win the game.**

**Scoring:**

Players earn points based on the number of cards in their draw pile at the end of the game.

Winning:

The player with the most points at the end of the game or after a set number of rounds wins.