

Snappy

DRESSERS™

7+
1-10



Every card matches every other card in EXACTLY 1 WAY.

Hat

Glasses

Animal

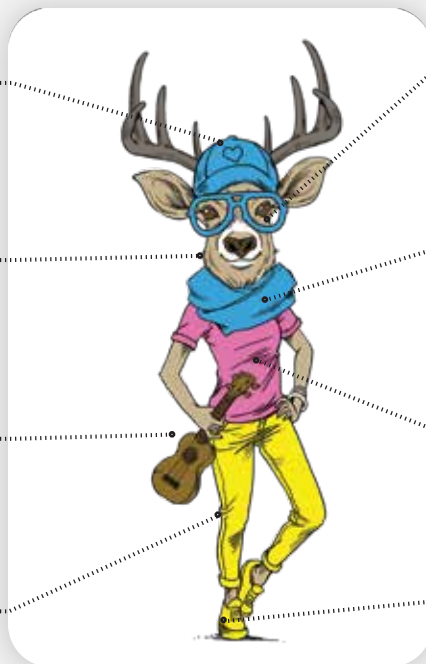
Scarf

Gift

Top

Bottoms

Shoes



1

SNAPPY DRESSERS™

Players: 2 or more

Objective: Get all of your guests into the party first.

Place one card *face up* in the middle of the table as the host. Then, deal the remaining cards *face down* to all players.

On the count of 3, each player turns their stack over, holding them *face up*. They must play as quickly as they can and get rid of their cards one at a time by matching them with the host.

The first player to notice their match to the host (**animal/gift/colored clothing**) announces the match and lays that card on the top of the party pile. This new card is now the card to match.

This continues until one player gets rid of all their cards and wins!



2

WINNING CREW

Players: 2 or more

Objective: Be the first player to form a hand of 6 different animals with 6 different gifts.

Deal each player 6 cards. Place the deck in the center of the table. Then, turn the top card over and lay it *face up* next to the deck.

Taking turns, each player swaps out a card in their hand for either the

face up card or an unknown card from the deck. Every time a player swaps a card, they must dump their unwanted card on the top of the *face up* pile, making it available for the next player.

The first player to gather a full dinner party of **6 different animals with 6 different gifts** wins!



3 Matching Categories

Animal



Gift



Colored Clothing



PARTY FAUX PAW

Players: 3 or more

3



Objective: Get the most guests into the 'party pile'.

Deal each player 7 cards. Set the rest of the cards aside (they will not be used.)

Each player lays down one card, *face down*, from their hand. When everyone is ready, the cards are turned over. If 2 or more players have matching **animals or top colors**, they must take back their cards. The remaining cards are put into the party pile.

Play until no more animals can get into the party pile. The player with the fewest cards in their hand wins!



ROW OF 4

Players: 2 or more

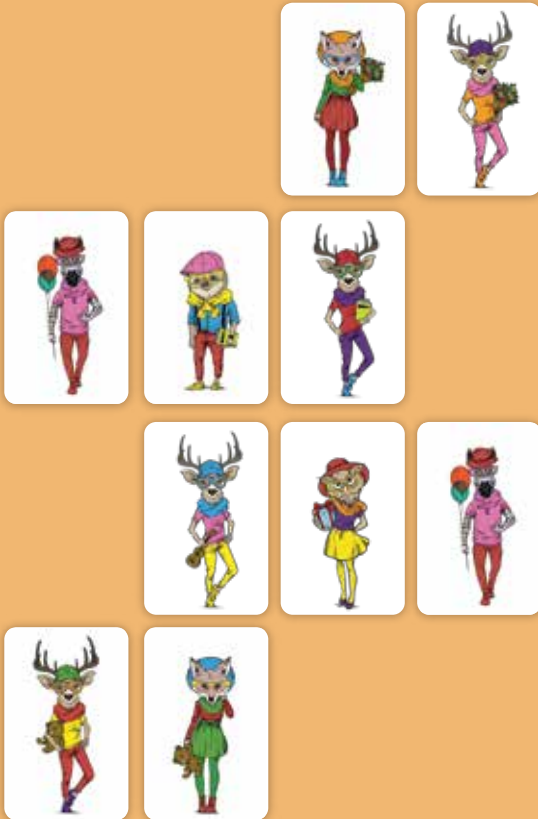
4

Objective: Be the first player to complete a set of four matching animals.

Place one card *face up* in the middle of the table. Deal each player 5 cards to make their hand.

One at a time, each player lays a card next to, above or below (not diagonally) the cards on the table. The aim is to be the first player to complete a horizontal, diagonal or vertical line of any four matching **animals, gifts or colored clothing**. After placing a card, draw a new one from the deck, always ending the turn with a hand of 5 cards.

The first player to complete a row of 4 in any direction wins the game!



5

THREE'S COMPANY

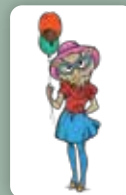
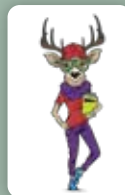
Players: 2 or more

Objective: Collect 3 groups of 4 cards, each with a common match.

Deal each player 3 cards *face up*. These 3 cards are your groups. Place the deck in the middle of the table and place the top card face up in front of it.

The first person to call out the match (**animal, gift or colored clothing**) to one of their 3 cards gets to keep it and add it to the group it matches. From this point on, all cards in that group must share the same match. After making a match, flip over a new card. If none of the players have a match with any of their groups, the next card is dealt.

The first player to get 4 matching cards in all 3 groups wins the game!



6

SNAPPY GRABBERS

Players: 5

Objective: Be the first player to have 5 of the same animal.

Deal each player one of each of these animals: Fox, Deer, Owl, Sloth and Zebra. Discard the rest. The players place their 5 cards *face-up* in a row. The Giraffe and Pandas make up the deck.

This is a fast-paced game of snapping and stealing. The aim is to

collect a set of 5 of the same animal. One at a time, cards from the deck are placed *face up* in the center of the table. The first player to call out a match (**gift or colored clothing**) between the deck card and another player's card gets to steal that player's card and swap it with one of theirs.

The first player to collect a set of 5 of the same animal wins!



7

SNAPPY SECRETS

Players: 3 or more

Objective: Be the first player to guess the Snappy Secret card.

Choose one player to be the Snappy Secret Keeper. They take any card from the deck, being careful not to show the other players. The Guessing Players are dealt 7 cards. They'll also need a pen and piece of paper.

It is up to the Guessing Players to deduce the **animal, gift and color of every clothing item** on the Snappy Secret Keeper's card. They take turns handing the Snappy Secret Keeper one card from their hand. The Snappy Secret Keeper must declare the match between their card and the Guessing Player's card. If the match is a clothing color, the Snappy Secret Keeper will say the **COLOR** of the match (not the item - just the color) otherwise, they will

simply say "Gift" or "Animal" to identify the match. The Guessing Players should secretly keep note of any matches they deduce, then discard the card and draw a new card.

Guessing Players may skip their turn to discard their hand and draw 7 new cards.

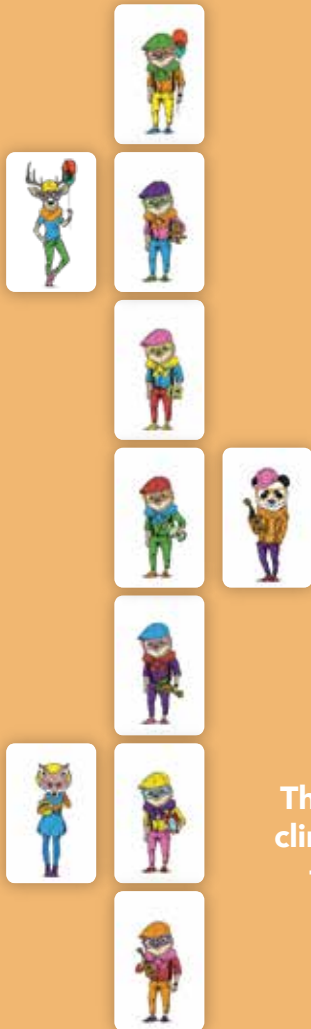
The first player to correctly guess the Snappy Secret Keeper's card wins!



SLOTH SCRAMBLE

Players: 2 or more

8



The first player to
climb to the top of
the tree wins!

Objective: Be the first player to climb to the top of the tree.

Take the 7 sloth cards out of the deck and arrange them in a single column. This will form the trunk of the tree that your animals must climb. All players pick a 'climber' card at random from the deck. Place them at either side of the tree, below the first sloth card.

Turn a card over from the deck. The first player to yell out the match (**gift or colored clothes**) between that card and the sloth card they are trying to climb to, moves up the tree. (For example: to progress from sloth 2 to sloth 3, a player would need to find the match between sloth 3 and the card turned over from the deck.)

Here's the twist...the first player to find the match they need can choose to either move one place UP or move another player's climber one place DOWN.

PANDA'S IMPRESS

Players: 2 or more

9








Take the 7 pandas out of the deck, mix them up and place them *face down* as a deck in the center of the table. From the remaining cards, deal 5 *face down* to each player and set the rest aside (they will not be used.) Find the score cards in the box and set them out for reference. Each player will need a pen and piece of paper as well.

Start a one-minute timer and have every player turn over their 5 cards to memorize them. After the minute is up, each player turns their cards *face down* again. They can rearrange their cards however they like.

Turn over the first card from the panda deck and place it in the center of the table. Each player picks one of their cards to turn over and finds the match with the panda. Using the Score Card, figure out the point value for the matches made and record your scores.

Objective: Get the highest score.

Gifts (except for Ukulele)

| | | | |
|----------|---|---|---------|
| |  = 2 | | |
| Hat |  = 3 |  = 4 | Top |
| Bottoms |  = 5 |  = 6 | Shoes |
| Scarf |  = 7 |  = 8 | Glasses |
| Ukulele! |  = 10 | | |

Discard all cards played that round. Flip over a new panda card to start the next round. After 5 rounds, the player with the highest score is the winner!

PARTY OF 1

Players: 1

10

Objective: Create a 3x3 grid that has one matching item in every direction.



Remove 1 card from the deck and place it in the middle of the table. This card is the center square of the grid and can never be moved. The challenge is to see how quickly you can create a 3x3 grid that has one item matching **(animal, gift or colored clothing)** in every direction, including diagonally.

If a friend also has a Snappy Dressers deck, race to see who can finish their grid first!

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