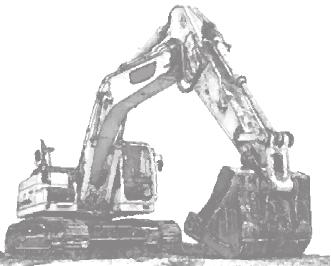


(Preview Version) Rules for the **SNOrt!** card game



Snort! is a truck-spotting travel game designed to be played solo or by the whole family (excepting the driver, of course). Whether on a vacation road trip or a long ride through the city, players are challenged to spot different kinds of trucks, but the most important vehicle to watch out for is the "SNORT!"



Aside from entertaining passengers during a long car ride, this game is also great for introducing the names of many trucks to children learning to read. The pairing of the truck's name with a visual representation of the vehicle and the excitement of a successful truck-spotting will aid in reading comprehension.



What You Need to Play

This game comes with 15 named truck cards, 2 blank truck cards, and 1 SNORT! card.

Note: 2 of the 18 cards have just the word "Truck" on them with no corresponding picture. These "blank" or "wild" cards are intended for you to be able to include your own local vehicle flavour in the game.

How to Play

There are two versions of this game and each can be played competitively or cooperatively. In competitive mode, points are tracked to determine the winner of each round. In cooperative mode, everyone helps spot the trucks and the points don't matter.

Fast Play Version

The Fast Play version of the game is intended to have shorter gameplay. It is also more suitable for younger players learning to read.

- One player is appointed to be the deck master and holds all the cards. When a specific truck is spotted for the first time, the deck master will give that player the corresponding card.
- The round ends when the players agree to give up their search and start over, possibly with another player appointed as deck master for the next round.



Long Play Version

The Long Play version of the game is intended to have longer gameplay. It is also more suitable for playing competitively.

- The entire deck of cards is dealt out to the players.
- The round ends once one of the players has spotted all the vehicles in their hand or the players agree to give up their search and start over.

Spotting a SNORT!

Another way to end the round is by spotting a SNORT! A SNORT! is any construction vehicle or digging machine that is not a truck, eg: a power shovel, a backhoe, a front end loader, a bulldozer, etc. Whoever spots such a vehicle calls out "SNORT!" and the round ends, regardless what version of the game is being played.

Singing Along

Any good road trip should include some sing-alongs and it just so happens that this game has some singing parts!

- At the beginning of each round, players all sing together: "Trucks, trucks! Where are you? Trucks, trucks! Where are you? Trucks, trucks! Where are you? We want to see you!" (to the tune of Skip-to-my-Lou)
- Then, if applicable, each player sings out all the trucks in their hand, eg: "Cement trucks! Where are you? Dump trucks! Where are you? Trailer trucks! Where are you? I want to see you!"
- When a vehicle is spotted, that player sings or calls out the truck's name, eg: "Cement truck!"
- Whenever players feel that there have not been any trucks spotted for sometime, they can repeat singing the first part: *"Trucks, trucks! Where are you? ..."*

<u>Winning</u>

If playing competitively, each player is awarded one point for every truck they spotted that matches one of their own cards. If a round ends because a player spotted a SNORT! then that player gets to add an additional 3 points to their total score. The player with the most points is the winner.

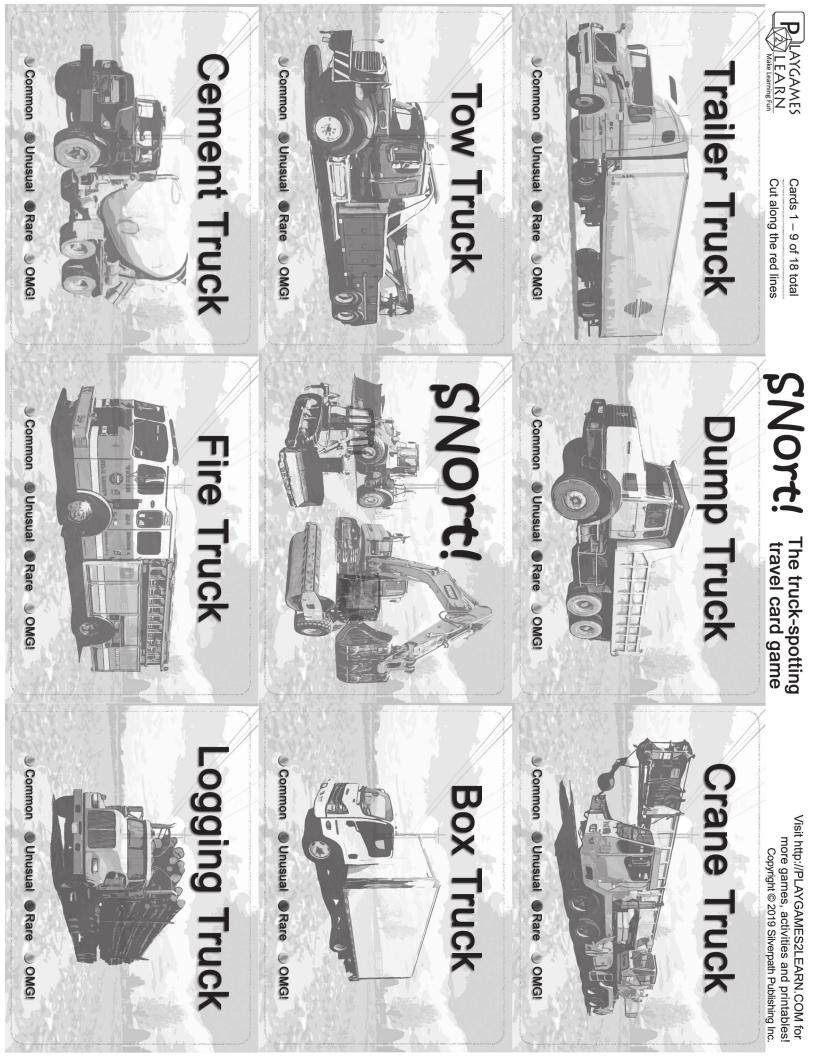
If playing cooperatively, the players can try to beat their previous total of trucks spotted, individually or as a group, or just have fun with the spotting!

Thanks for Playing!

Game designed by Jasmine Atkins & Trevor Atkins © 2019 Silverpath Publishing Inc.

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Backs for cards 1 – 9 Cut red lines on other side

SNOTt: The truck-spotting travel card game

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