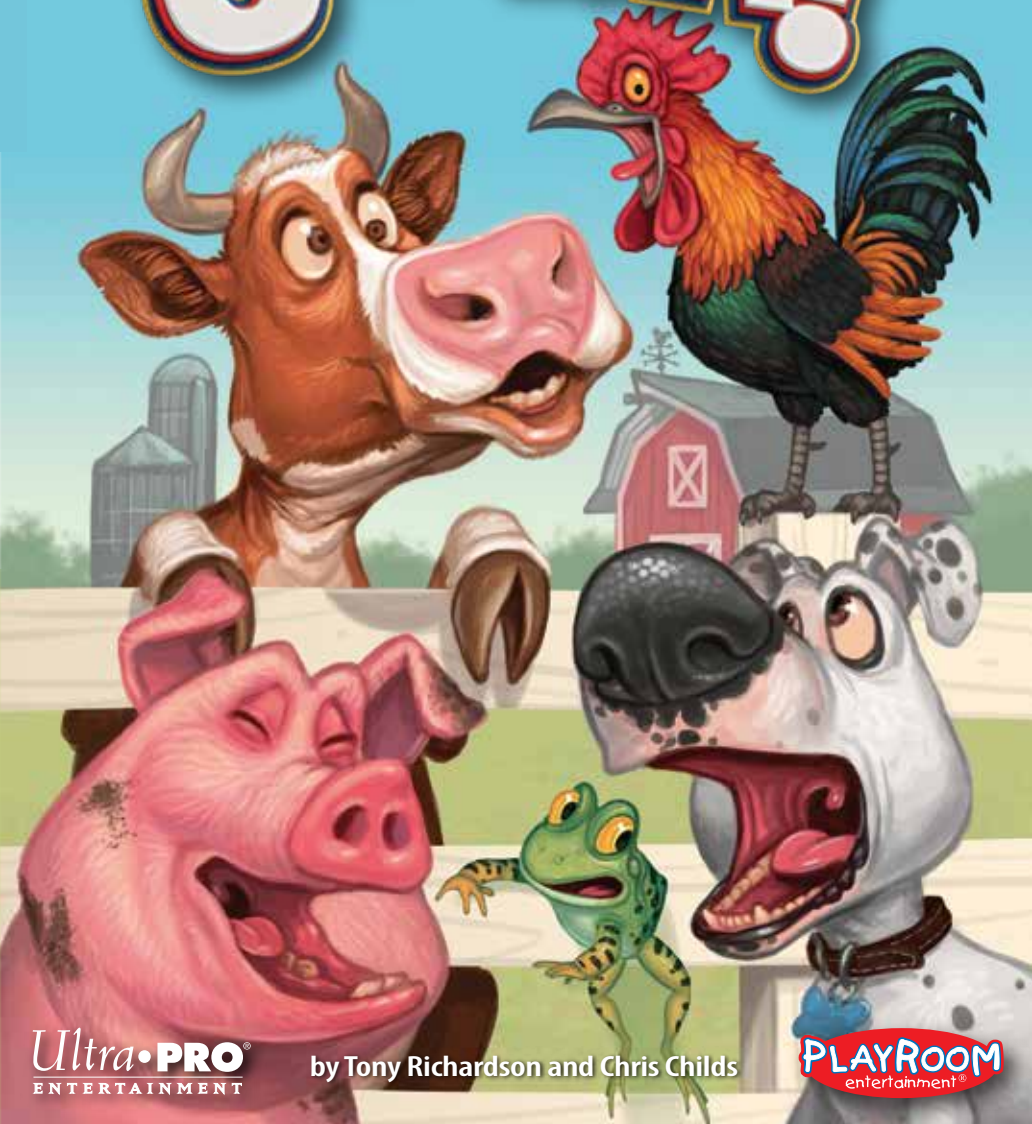


SNORTA!

TM

Ultra•PRO[®]
ENTERTAINMENT

by Tony Richardson and Chris Childs

PLAYROOM
entertainment[®]

SNORTA!TM

by Tony Richardson and Chris Childs

For 3 to 8 Players, ages 8 to Adult
Playing time: approx. 20 – 30 minutes

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Objective:

Let your inner party animal out in **Snorta!** Players quickly play Animal Cards from their hand. When two matching cards appear, the players who played those cards race to make the sound of each other's hidden animal. Be the first to play all of your cards from your hand to win the game.

Contents:

12 Barn Tiles



96 Animal Cards -

12 Sets of 8 Matching Cards



Setup:

Shuffle the Barn Tiles and deal one to each player, face down.

Depending on how many players there are in the game, it may be necessary to remove some of the Animal Cards from the game:

7-8 Players: use all 12 sets of matching Animal Cards

5-6 Players: remove 1 Animal (one full set of 8 matching Animal Cards)

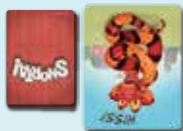
3-4 Players: remove 2 Animals (two full sets of 8 matching Animal Cards)

Shuffle and deal an equal number of Animal Cards to each player. These cards must be placed face down to form each player's hand.

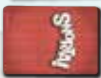
*Example Setup
for 4 players*



Once all the Barn Tiles and Animal Cards are dealt, each player reveals their Barn Tile by flipping it over for all to see. After everyone has seen all the players' hidden animals, all players flip back their Barn Tiles and keep those face down on the table in front of themselves on the table. Players may look at the animal on their own Barn Tile at any time during the game but must try to remember the hidden animals of the other players. During the game, players are not required to reveal their hidden animal even if another player asks.



Players show their hidden animals, then turn their Barn Tiles face down again.



Game Play:

The last player to have seen a pig will go first. The first player flips a card from their hand and places it in front of them in a face-up stack. Players **must** flip the cards outward, or away from themselves, so that all players see the animal on the front of the card at the same time.

Note: Players can set the pace of the game by how quickly they play their cards. For a wilder game, flip the cards more quickly!

Players continue to flip their cards in this way in a clockwise direction until an Animal Card is played that matches one already on top of another player's stack. When two of the same animal cards are face-up on the table, the two players whose cards match now try to be the first to **make the sound of the other player's hidden animal.**

Example: Dan, who has a cow on his face-down Barn Tile, plays an owl card onto his stack of face-up cards. Jessica, who has a duck on her Barn Tile, already has an owl card on top of her face-up stack of cards. Since their cards match, Dan races to shout “quack” before Jessica can make the sound “moo.”



Note: The two players who revealed matching cards make the sound of the other player’s hidden animal – the animal on their face-down Barn Tile – rather than the sound of the animal shown on the matching cards.

The first of the two players to make the **sound of the animal on the other player’s face-down Barn Tile** wins the “match” and gives all of the cards from their face-up stack into the other player’s face-down hand.

Note: *There is no penalty for making the sound of the wrong animal, so if the wrong animal sound is made, the player may try to guess the right animal by continuing to make animal sounds. Other players who are not involved in the match should remain silent and may not make any animal sounds at this time.*

If a match is missed and a third matching card is played, only the first match is allowed. Only the two players involved in the first match race to make the sound of each other's hidden animal.

Play continues again with the player to the left of the last person to play a card. All other face-up cards remain in their stacks on the table and play continues clockwise.

Winning the Game:

The game ends when one player runs out of cards in their face-down hand. That player is the winner!

Additional Notes:

Players are encouraged to make the animal sound indicated on the card – for example, the Barn Tile with the dog on it is identified by “woof.” However, players may decide before beginning the game how strictly this is followed and if sounds such as “arf” or “bow-wow” would be allowed.

If the last card played from a player's hand is a match, that player has to win the match in order to win the game. However, it is possible to play a last card and win without a match.

Family Variant:

For an easier game or for a game in which younger children are playing, the Barn Tiles may remain face-up during game play.



Sitting Ducks Deluxe™ is the new edition of the popular Sitting Ducks Gallery™ game!

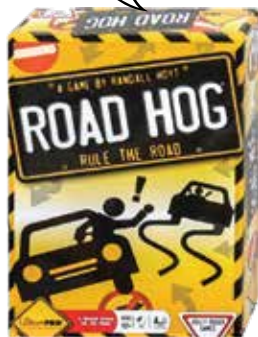
Get your ducks out of the water before feathers start flying, because cards can target, shoot, or move the line in various ways! If your birds of a feather can stick together and keep from getting hit, you could be the last Sitting Duck in the lake!

QUACK!

Life on the road means relying on quick wits, mad skills, and a bit of luck to get there in one piece. **Road Hog: Rule the Road™** captures the rolling shark tank that is our modern highway system where players shamelessly compete with each other in an infuriating race to be the first car off the exit to win.

The board is set up by placing seven road tiles. Players have a hand of three cards and use two dice to manipulate the traffic vehicles and move their own vehicle toward the exit. Cards are played to provide extra movement, move other vehicles, steal other players' cards, and create various other effects to attempt to jockey into first place.

OINK!



In the world of **Battle Kittens™**, you are one of the cat king's royal cat herders, assigned to draft the cutest, strongest, wisest, and most agile kittens in the kingdom. Three battlegrounds are presented each round, with each randomly having a particular battle kitten trait played onto it. Players begin by drafting adorably ferocious kitten cards, then dividing them into squads and deploying those squads to the battlefields. The squads with the three highest point totals in a battlefield are awarded fish tokens. After three rounds, the cat herder with the biggest haul of fish tokens wins!

MEOW!

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