

On July 18th 1874 as he was out walking,
at the surprised age of 42, a thought came into
the mind of Lewis Carroll.

“The Snark was a Boojum you see.”
From this final line he created the epic poem
‘The Hunting of the Snark.’

If you have not read this Agony in Eight Fits
you will not understand the game of **Snark!**
and you should also be having difficulty with
Life itself round about now.

On October 6th 1985,
111 years + 111 days later,
a thought came into the mind of JJ Secker.

“Your Snark’s still a Boojum, LC.”
He spent a happy hour devising **Snark!** which
you are now clutching and wondering “Why?”

A decade or so later an artist drew a Snark.
On being informed, somewhat pompously,
that the Snark resembled a Boojum
and a Boojum was an Allegory
a thought came into the mind of Xanna Eve.
“The Snark will be a Boojum, you’ll see.”

On February 11th of the bicentennial year 2006
following a torrent of laughter and cheers
Zzota Limited WWW.ZZOTA.CO.UK
ominously published the game of **Snark!**

CONTENTS

CREW DECK

(10 cards)

Depicting accredited Snark Hunters.

ANIMAL PACK

(8 cards)

Detailing fauna they will meet.

STOCK PILE

(38 cards)

Containing Kit and Marks they will need.

GENUINE SNARK WARRANTS

(40 cards)

Which must be amassed.

The backs contain Stirring Verses
to stiffen the sinews at moments of
high peril or low despair.

BEWARE!

BOGUS SNARK WARRANTS
have been spotted in circulation.

They are of no use to the Game whatsoever
and should be destroyed on sight.

SNARK!

THE RULES IN 8 FITS & 2 EXTRACTED APPENDICES

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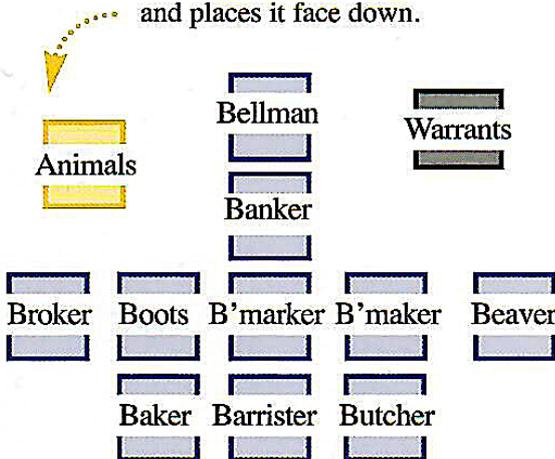


Fit the First: The Round Winner

To win any Round you must hunt down a Snark
Having hired a couple of Crew
And collected at least one distinguishing Mark:
But beware lest your Snark be a Boo...

Fit the Third: The Preparation

The game comprises a number of Rounds from 1 to infinity. Before each, the following occurs:
The leader builds the 'Ark' by placing the relevant cards from the Crew Deck faces up as shown. The leader shuffles the **Animal Pack** and places it face down.



Then, he shuffles the **Stock Pile** and places it face down beneath the Ark. Each player pays one Warrant into the Warrant Pool.

Fit the Second: The Landing

Before the first Round formalities must be observed.

Snark! is a game for 2, 3 or 4 players. Each of these scenarios has its own discrete flavour which must be savoured discreetly. So if, for example, there are five persons present and it is required to play a three-person game then the excess two must be subdued, trussed or bribed in order to remove them from the arena.

The leader for the first Round must be established. (There is no dealer in **Snark!** only his anagrammatic alter ego). The first leader is he or she whose age is nearest to exactly 42. Thus if all players are under three years old the eldest will be the first leader; if all the players are over 103 then the youngest will serve. If other conditions apply then the first leader must be established with tact and diplomacy, but without snorts of disbelief. The leader ensures that all players each have 10 Warrants. If less than four players are involved the remaining Warrants are not used. If Bogus Warrants are found, see Contents card.

Fit the Fourth: The Play

The leader of the Round commences by taking the top card from the Stock Pile into his hand (without revealing it to the other players) thus completing his turn.

Every player's turn will be completed by taking the top card from the Stock Pile. At no time may a player have more than five Stock cards in his hand.

NOTE: If a player has less than five Stock cards when it is his turn then he may take NO other action than to pick up a card from the Stock Pile.

Play passes clockwise round the table. If a player has five cards he may perform ONE of the following FIVE actions:

- 1) Stock Exchange
- 2) Hire a Hunter
- 3) Become the Bellman
- 4) Bewilder the Crew
- 5) Go Hunting

1) Stock Exchange

The player places one of his cards face upwards on a Discard Stack adjacent to the Stock Pile then picks up the top card from the Stock Pile, completing his turn. NOTE: Cards may never be picked up from the Discard Stack. When the Stock Pile is exhausted the leader of the Round shuffles the Stack and places it face down.

2) Hire a Hunter

Any Crew who is 'alive' and on the Ark may be hired for the Hunt. To do this a player must have the one, two or three Snark-Hunting implements to attract the Crewman as illustrated on the relevant Crew card. (e.g. The Banker requires only a Railway Share whereas the Baker requires Thimble + Fork + Soap. The number of implements reflects the man's usefulness.) The player displays the relevant card(s), places them on the Discard Stack and puts the relevant Crew card face up in front of him. He completes his turn by taking the top card from the Stock Pile. NOTE: Once a Crewman has been hired he remains with that player till he goes hunting or the Round ends. Only one Crewman can be hired in a turn. No player may hire more than two Crewmen (or one Crewman if he is Bellman) at any one time.

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3) Become the Bellman

A player may assume the influential role of Bellman at any time he can satisfy the right conditions - EVEN if there is a current Bellman. He must have a Bell card and a Map card, which he displays and discards, and pays one Warrant into the Pool. He takes the Bellman Licence, either from the ship or from the possession of another player and places it in front of him, finally taking the top card of the Stock Pile to complete his turn. NOTE: He may not be a Bellman if he has currently hired two Crewmen.

4) Bewilder the Crew

The current Bellman may, after discarding a card, shout "Starboard & Larboard". All players (including Bellman) must select and pass, face down, one Stock card to the player on his right and one to the player on the left. No cards may be picked up until all passes have been made. The Bellman completes his turn by picking up the top card from the Stock Pile.

NOTE: If a player happens to have only one card in his hand when the order is given he passes it to the right, and gains an extra card at the expense of the player on his left.

5) Go Hunting

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Fit the Fifth: The Hunting

The Hunting player must EITHER be the Bellman with/without a Crewman OR have hired one or two Crew. NOTE: It is possible to hunt 'solo' but a secondary Crewman greatly increases chances of survival.

He must also have from one to five DIFFERENT Marks of the Snark in his hand. If he has, for example, two Ambition cards he does not display the second as it does not count.

He displays his Marks and places them on the Stack. He then turns up from the Animal Pack, one at a time, as many cards as he has displayed Marks.

NOTE: If he has five different Marks he may turn over ALL cards in the Animal Pack, one at a time, until the Snark has been found or his men eliminated.

He follows the instructions on the Animal Pack cards if they are relevant. If the Hunt is unsuccessful he returns any surviving Crew &/or the Bellman Licence to the Ark for rehire, reshuffles the Animal Pack, and picks a card from the Stock Pile.

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The Animal Pack

SNARK [Snarx Snarx]

If the Snark is turned the player has WON THE ROUND. He takes the Pool.

If the total number of Warrants in his store now total 20 or more he has WON THE GAME and will be given three cheers by the other players.

If not, he becomes the leader next Round.

BOOJUM [Boojum Pseudosnarx]

If the Boojum turns up the one or two Crew on the hunt 'softly and suddenly vanish away'. They are immediately replaced face down on the Ark whence they take no part in the remainder of the Round. The player must pay one Warrant to the Pool for each vanished Crewman. NOTE: A player with no hunters left may not continue the Hunt even if he has more Marks displayed.

The Bellman, with his advanced Snarkological knowledge, is immune to the Boojum. But if he has a Crewman with him the Crewman vanishes (cost 1 Warrant) and he continues the Hunt alone if he has the entitling Marks.

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BANDERSNATCH [Bandasnajjus Frumius]

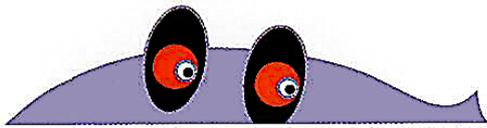
A Bandersnatch will ALWAYS snatch the Banker (even if he is accompanied) or any solo Crewman unaccompanied by fellow Crewman / Bellman. This is the main reason for going hunting with two men.

There are two of these snappish beasts in the Pack so if, say, the Banker and Boots were to meet two consecutive Bandersnatchi the first would snatch the Banker and the second would snatch the Boots who had continued the Hunt singlehanded.

A snatched Crewman must be returned face down to the Ark dead for that Round. One Warrant is paid into the Pool. A hunterless player may not continue the Hunt.

Two Crew or Bellman + Crew are immune from attack by these cowardly creatures.

A solo Bellman can ward off a Bandersnatch attack but the effort immediately ends the Hunt.



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IF ALL FIVE MARKS
HAVE BEEN DISPLAYED, IGNORE
ALL THE REMAINING
INSTRUCTIONS IN THIS FIT.

The remaining Animals either entitle certain Crew the turn of one extra card from the Pack or forfeit certain Crew the turn of one card from the Pack.

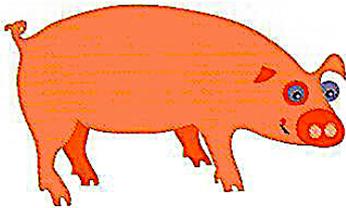
NOTE: If a forfeit is incurred on the last card then it should not have been turned, a paradox ensues and the turn ends.

JUBJUB [Jubjubix Symmetrica]
If one of the Crew on the Hunt is the Butcher he recognizes the voice of the Jubjub and is entitled to an extra card.
If one of the Crew is the Beaver he fails to recognize the scream of that desperate bird and forfeits the turn of one card.

HYENA [Hyaena Hyaena]
If one of the Crew is the Baker he jokes with the Hyena and is entitled to an extra card.

BEAR [Ursus Horribilis]
If one of the Crew is the Baker he walks paw in paw with the Bear and is entitled to an extra card.

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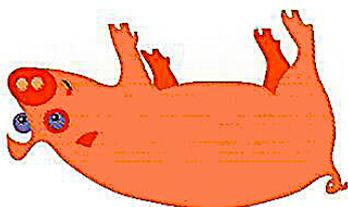


PIG [Porcus Animatus]

If one of the Crew is the Barrister and the Pig is Live (when the card is turned over the word 'LIVE' is facing the player) he is entitled to an extra card.

PIG [Porcus Defunctus]

If one of the Crew is the Barrister and the Pig is Dead (when the card is turned over the word 'DEAD' is facing the Player) he forfeits the turn of one card.



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Fit the Sixth: The Unwarranted Player

If a player has no Warrants to meet his commitments (to pay into the Pool at the beginning of a Round or upon losing a Crewman during a Round) he must retire from the game.

If however a player has no Warrants but HAS met his commitments he may continue playing in the hope of winning the Round.

If however however all the Crew are rendered 'dead' in that Round then he can never go hunting again and must therefore retire from the Game.

An unwarranted player leaving the game must place all his Stock cards on the Discard Stack and thereafter becomes solely responsible for shuffling the Animal Pack.

Unwarranted players are as worthless as Bogus Snark Warrants.



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Fit the Seventh: The Square Winner

The Overall Winner: that Man among Men
Who doubles his primary store
Of Warrants. You'll find that you started with 10:
To succeed you must make the first SCORE.



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Fit the Eighth: The Elliptical Loser

If only one player is left in the game in the middle of a Round, (as will usually happen with two players and may happen with three or even four) he is NOT YET the winner. He must first collect his Snark.

He assumes the role of solo Bellman with a set of five Marks; that is he pays a Warrant and turns as many cards as necessary from the Animal Pack until...

a) he finds the Snark in which case he is the overall Winner, Fair & Square

OR

b) he encounters a Bandersnatch in which case the Animal Pack is reshuffled, he pays another Warrant and tries again.

When you're the last Bellman and find to your cost

You've no longer the help of your Crew
And you're on your last Warrant and then that is lost

Then THE SNARK IS THE WINNER so Boo...

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PRIMARY APPENDIX: Animal Pack Drill

ANIMAL	HUNTER:	OUTCOME:
Snark	-	WIN ROUND
Boojum	Crew	Crew die(s)
Bandersnatch	Banker	Banker dies
	Solo Crew	Crew dies
	Solo Bellman	Hunt Ends
Jubjub	Butcher	Gains 1 APC
	Beaver	Loses 1 APC
Hyena	Baker	Gains 1 APC
Bear	Baker	Gains 1 APC
Live Pig	Barrister	Gains 1 APC
Dead Pig	Barrister	Loses 1 APC

[APC = Animal Pack Card]

In all other cases no interaction occurs.

SECONDARY APPENDIX: Chances of Success

Your chances of catching a Snark in a Hunt are roughly one in...

	Crew Solo	Bellman Solo	Crew + Crew	Bellman + Crew
1 Mark	8	8	8	8
2 Marks	5	4 ² / ₃	4 ¹ / ₃	4
3 Marks	4 ¹ / ₃	3 ² / ₃	3	2 ² / ₃
4 Marks	4	3 ¹ / ₄	2 ¹ / ₂	2
Full Marks	4	3	2	1 ¹ / ₃