



SNATCH

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One Joker. Three Ways to Play.

Flexible, Fixed, or Permanent. How much freedom will your table give the wild card?

A joker can fill a gap, finish a starter, or open up a rewarding swap. Now Snatch Rummy gives the host three ways to govern its identity - and gives everyone at the table something new to think about.

The difference comes down to one question: when can the joker change what it represents?

Flexible: Keep your options open.

Flexible is the original Snatch Rummy rule. A joker can adjust its identity as cards are added to its combination.

Imagine a spade run containing 5♠, 6♠, and a joker representing 7♠. Add the natural 7♠, and the joker can shift to 8♠, extending the run.

Recover that joker through a swap, and you can give it a new identity wherever you legally play it next.

Your plans have room to change. So do your opponents' plans.

Fixed: Commit now. Reinvent after a swap.

Under Fixed rules, the joker keeps its identity while it remains in its combination.

In that same run, the joker represents 7♠. Adding the natural 7♠ cannot push it over to 8♠. You must recover it through a legal joker swap.

Once recovered, it gets a fresh identity in its destination. That former 7♠ could become a queen in a set of queens or fill a different gap in a suited run.

The commitment lasts until someone makes the swap.



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Permanent: Choose an identity that can travel.

Permanent keeps the joker's identity for the entire hand - even after a swap.

A joker first played as 7♠ remains 7♠. You can recover it, but its next destination must accept that same identity. It could complete a spade run needing 7♠ or join an eligible set of sevens. It cannot become a queen.

A joker first played in a set fixes its rank only. A joker first played in a run fixes its rank and suit.

That makes the first placement worth a second thought: where might this joker go later?

The swap still has to earn its place.

Under all three rules, recover a joker from a secured combination by replacing it with the natural card it represents. Then immediately use the recovered joker to complete an eligible starter or extend one of your team's secured combinations.

You cannot keep it in your hand or use it to start a new starter.

Flexible and Fixed allow a new identity at the destination. Permanent carries the original identity along.

Your table. Your choice.

The host must choose a rule before the first hand. All three descriptions appear on setup, and the host can change the rule before dealing a later hand. Once play begins, that hand's rule stays locked.

The rule in effect appears at the top of the table.

We're testing all three through real games. Does Flexible create more opportunities? Does Fixed make swaps more deliberate? Does Permanent reward planning ahead? Those are questions for the table - not conclusions we've already drawn.

Find your partner. Choose your joker rule. Watch what happens next.