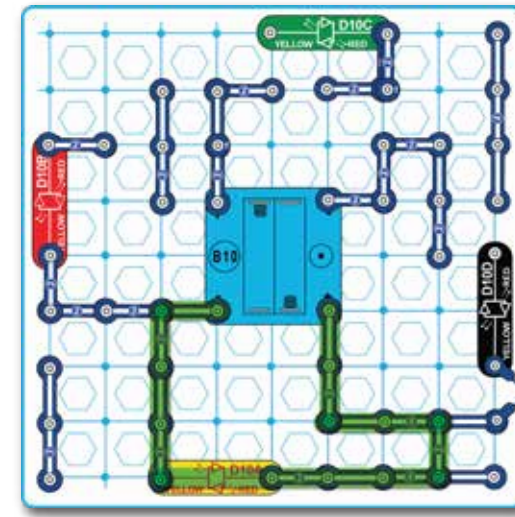
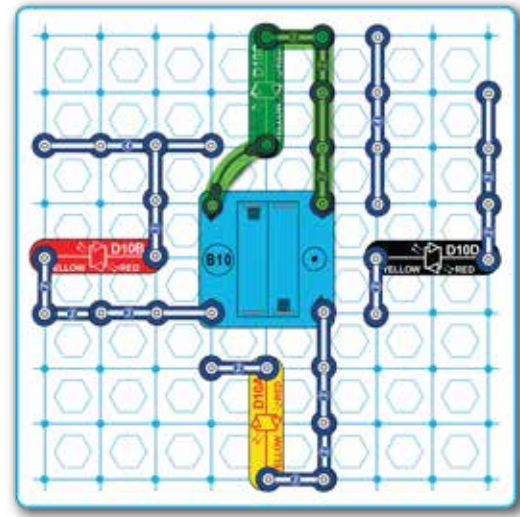
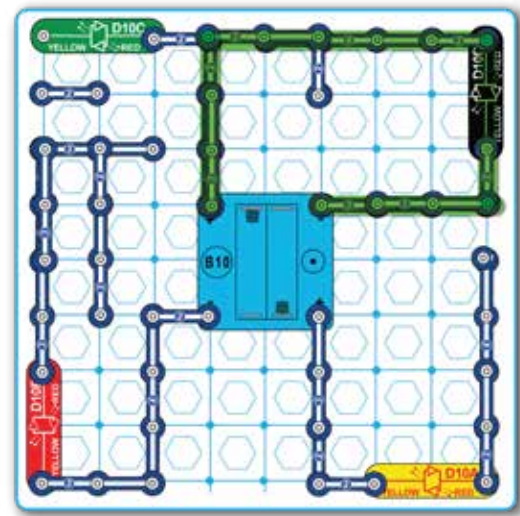
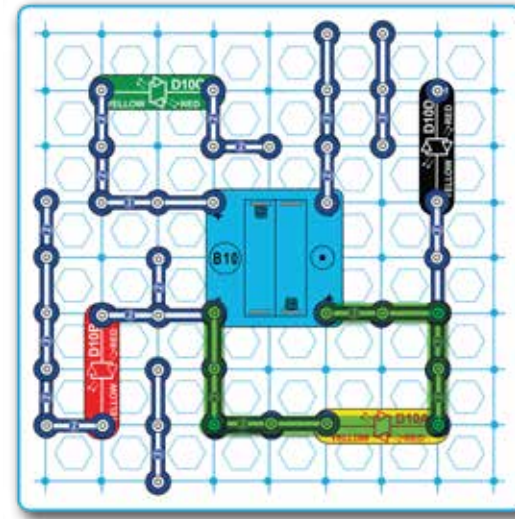
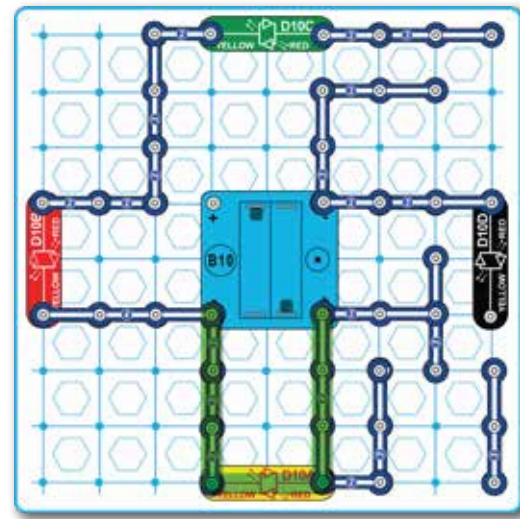


Examples of Winning Circuits:

DIAGRAM 5

Winning Circuit Path



Information



Scan the QR Code for a Video Demonstration



Installing batteries:

- Remove the safety cover from the battery holder with a screwdriver.
- Insert two (2) 1.5V AA batteries (not included) in the holder. Be sure to orient the battery "+" as marked in the holder.
- Replace the cover. When installing a battery, be sure the spring is compressed straight back, and not bent up, down, or to one side.
- Battery installation should be supervised by an adult.



PARTS LIST

QTY.	NAME	Part #
4	1-snap	6SC01
16	2-snap	6SC02
14	3-snap	6SC03
4	4-snap	6SC04
2	Snap wire	6SCJ6z
1	Battery holder	6SCB10
1	Base grid, 9x9	6SCBG99
1	Deck of cards (46)	6SCCARD2
1	Game placemat	6SCCARD3
1	LED, yellow player	6SCD10A
1	LED, red player	6SCD10B
1	LED, green player	6SCD10C
1	LED, black player	6SCD10D

WARNING: Only for use by children aged 7 years and older.

Instructions for parents are included and have to be observed.

Adult Supervision: Because children's abilities vary so much, even with age groups, adults should exercise discretion as to whether this product is suitable and safe (the instructions should enable supervising adults to establish the product's suitability for the child). Make sure your child reads and follows all of the relevant instructions and safety procedures, and keeps them at hand for reference. **This product is intended for use by adults and children who have attained sufficient maturity to read and follow directions and warnings.**

WARNING: SHOCK HAZARD - Never connect Snap Circuits® to the electrical outlets in your home in any way!

WARNING: Never leave a circuit unattended while the batteries are installed. Never connect additional batteries or any other power sources to your circuits.

WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.

This instruction manual must be retained since it contains important information.

Batteries: X2

- Use only 1.5V AA type, alkaline batteries (not included).
- Insert batteries with correct polarity.
- Do not mix old and new batteries.
- Remove batteries when they are used up.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not connect batteries or battery holders in parallel.
- Do not short circuit the battery terminals.
- Never throw batteries in a fire or attempt to open its outer casing.
- Batteries are harmful if swallowed, so keep away from small children.
- Non-rechargeable batteries should not be recharged.
- Rechargeable batteries should only be charged under adult supervision, and should not be recharged while in the product.

If you have any problems, contact: **ELENCO® ELECTRONICS, LLC.**

(800) 533-2441 | support@elenco.com | elenco.com

ELENCO ELECTRONICS, LLC. 150 CARPENTER AVE WHEELING, IL 60090 USA | SNAPCIRCUITS.COM | COPYRIGHT ©2024. ALL RIGHTS RESERVED.
U.S. Patents 7,144,255 ; 10,252,176 Patents Pending | Colors and Styles may vary. | Made in Dong Guan China | Part # 753350

SNAP CIRCUITS



Game Overview

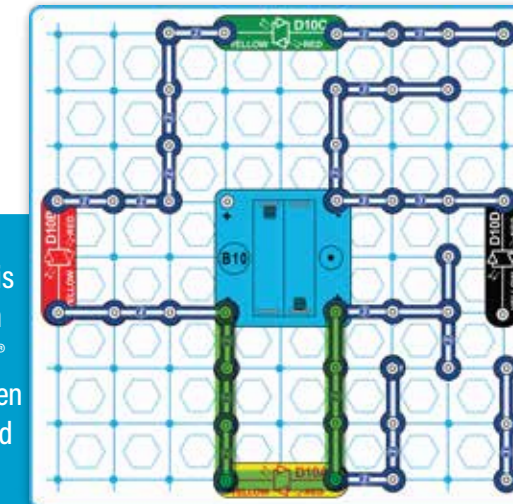
SNAP 2 IT™ is a competitive strategy game that everyone will enjoy. To win the game you must be the first player to turn on your light by snapping a path of SNAP CIRCUITS® parts between your light and the battery pack. You can play offensively, defensively, or even use parts of other players' circuits to win. Every game is unique so let's SNAP 2 IT™, have a ton of fun, and learn a little about science too!

Let's clarify what it takes to build a working circuit and win the game. In Diagram 1 you can see how a winning circuit comes to life by building a path of SNAP parts between the light and the battery. One side of the light is connected to a positive (+) terminal battery snap and the other side of a players' light is connected to negative (-) terminal batter snap. Please note, electricity can travel through a players' light from either side. This means you can connect either side of your light to a (+) or (-) terminal battery snap.

Short Circuit alert! If you make a loop of SNAP parts between the (+) and (-) terminal battery snap without going through your light, you will make a short circuit. The short circuit alarm will let you know you made a mistake. If this happens you need to explain why it was a short circuit and then complete your turn by placing your SNAP part in another location. See Diagram 2

DIAGRAM 1

EXAMPLE OF A WINNING CIRCUIT



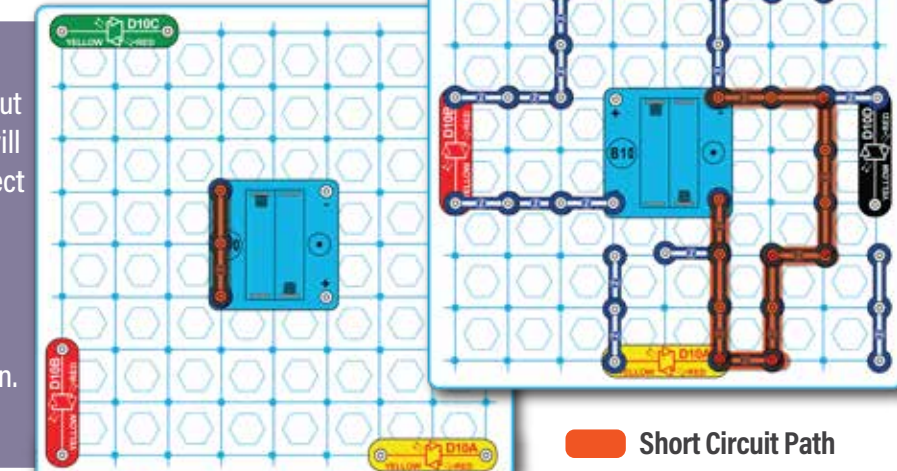
A winning circuit is a continuous path of SNAP CIRCUITS® SNAP parts between a players' light and the battery.

Electricity can flow in either direction through your light, but one side of your light must connect to a positive (+) snap terminal on the battery and the other side of your light must connect to a negative (-) snap terminal on the battery.

(See Diagram 5 for more examples of winning circuits).

DIAGRAM 2 EXAMPLE OF A SHORT CIRCUIT

If you complete a circuit path between the + and - battery terminal snaps without passing through a light, then an alarm will sound. This means you have made a direct connection across the battery. This is a short circuit. Remove the piece you just placed, explain why placing it there made a short circuit, and then complete your turn.

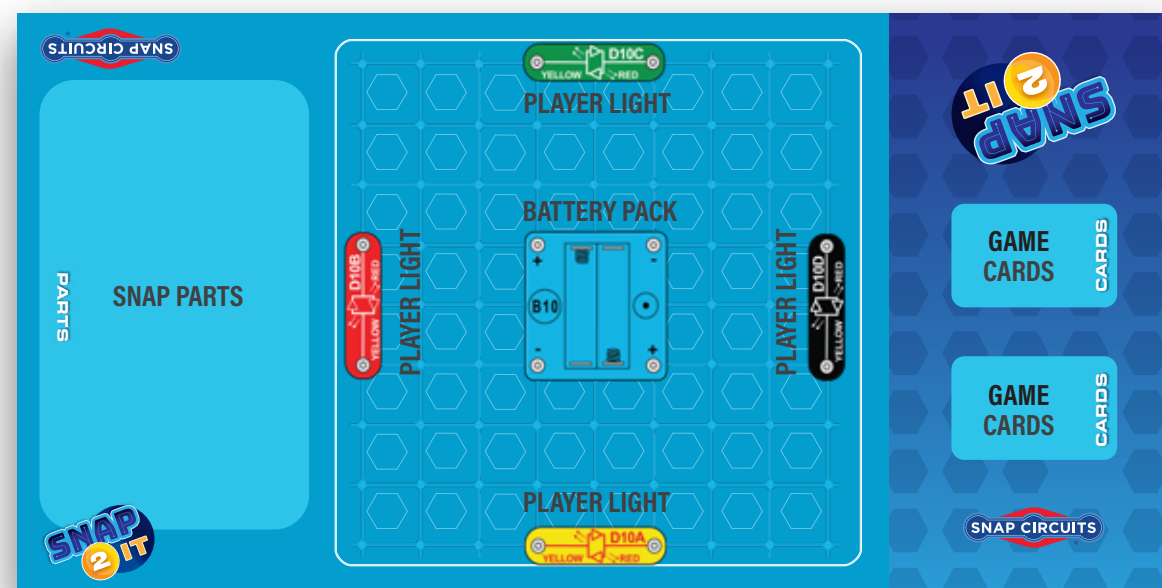


Short Circuit Path

Game Setup

- Place the board game mat on a flat surface then place the SNAP playing grid, a shuffled deck of cards and SNAP parts in the correct places marked on the game mat.
- Now, place the battery holder in the middle of the playing grid and position the players lights around it.
 - Diagram 3 shows the recommended layout for the first game.
 - Alternative starting game layouts can be found on the last page (see diagram 4).
 - For a 4-player game each player selects a light. In a 3-player game, each player selects a light, and the extra light is removed. For a 2-player game, each player selects 2 lights (after a player turns on both their lights, they win). See the 'Alternative Game Play' section for single player instructions.

DIAGRAM 3 RECOMMENDED FIRST TIME GAME SETUP



Starting the Game

- Deal each player three cards and place the remaining cards on the playing mat.
- The youngest player starts the game (and then play moves in a clockwise direction).
- When it is your turn, select one of your three cards to play, lay down the card on the played pile of cards and follow the card instructions.
 - Example: If a 2-SNAP card is played, select a 2-SNAP part from the pile of SNAP parts and snap it on the playing grid.
 - Example: If a 'Skip a Turn' card is played, lay down your card on the played pile of cards, select the player to skip a turn, and then select another card (you always will have three cards and can SNAP a piece on the playing grid, even when you play a 'Skip a Turn' card).
- After a player finishes their turn, draw another card from the deck so each player is always holding 3 cards. (Alternative game play options are at the end of the instructions)

Playing Rules

- Placing SNAP parts on the board**
 - You must always place the blue 1, 2, 3, 4 SNAP part on the same level (you cannot have the SNAP part slope up or down). It must be firmly snapped into place on the base grid, or on top of SNAP parts.
 - ! There is one exception to this rule:** The ONLY SNAP part that can span between levels is the SNAP Wire. Use this part to bridge between level connections. This is a powerful SNAP part!
 - You cannot place a SNAP part diagonally (they will not fit).
 - ! There is one exception to this rule:** The ONLY SNAP part that can snap diagonally is the SNAP Wire, use this part to make connections the other parts cannot!
 - Both ends of your SNAP part must always be snapped on the board or another SNAP part (you cannot have one end of a SNAP part hanging loose).
 - You are never allowed to place a SNAP part on another player's light. However, you can place SNAP parts on other players' circuits (this move could be needed for you to win, or to play defensively to keep another player from winning).
 - You cannot place a SNAP part where it would complete a path between both sides of another player's light (because the other player could not complete a circuit without making a short circuit).
 - If the last SNAP part played turns on two players' lights, the player who placed the SNAP part wins.
 - Optional: After 1 player wins, they place their remaining cards at the bottom of the deck and the game continues for 2nd place. After the next player turns on their light and wins 2nd place, the game is over.

2 There are three special cards in the deck:

- Next Player Skips a Turn:** The next player loses their next turn. Lay down this card and select another card (so you have three cards in your hand), now, complete your turn by laying a SNAP part on the playing grid.
- Pick a Player to Skip a Turn:** Choose any player in the game to miss their next turn. Lay down this card and then select another card (so you have three cards in your hand), now, complete your turn by laying a SNAP part on the playing grid.
- Move Any One Part (Wildcard):** Choose any accessible part on the board and move it where you want (while you can never place a SNAP part on another player's light, you can remove an accessible part from their light).

! An accessible SNAP part is one that is not under another SNAP part. If there are no eligible SNAP parts to move, then you skip your turn.

3 Nearing the End of Round 1 (If all parts are gone and no one has won):

If there are no more cards to draw do not shuffle and draw another card (you will have less than 3 three cards). Continue play until all SNAP part cards have been played and there are no more spare SNAP parts. If no player has turned on their light after all SNAP part cards have been played (this includes the 'Move Any One Part' card), then Round 1 is over.

4 Round 2 Play:

Shuffle all cards and place face down on the game mat. Now players take turns drawing a single card from the deck. With each SNAP part card select an accessible SNAP part of that type on the board and move it where you desire. If the SNAP part indicated on your card is not available to move, you lose your turn and play continues to the next player.

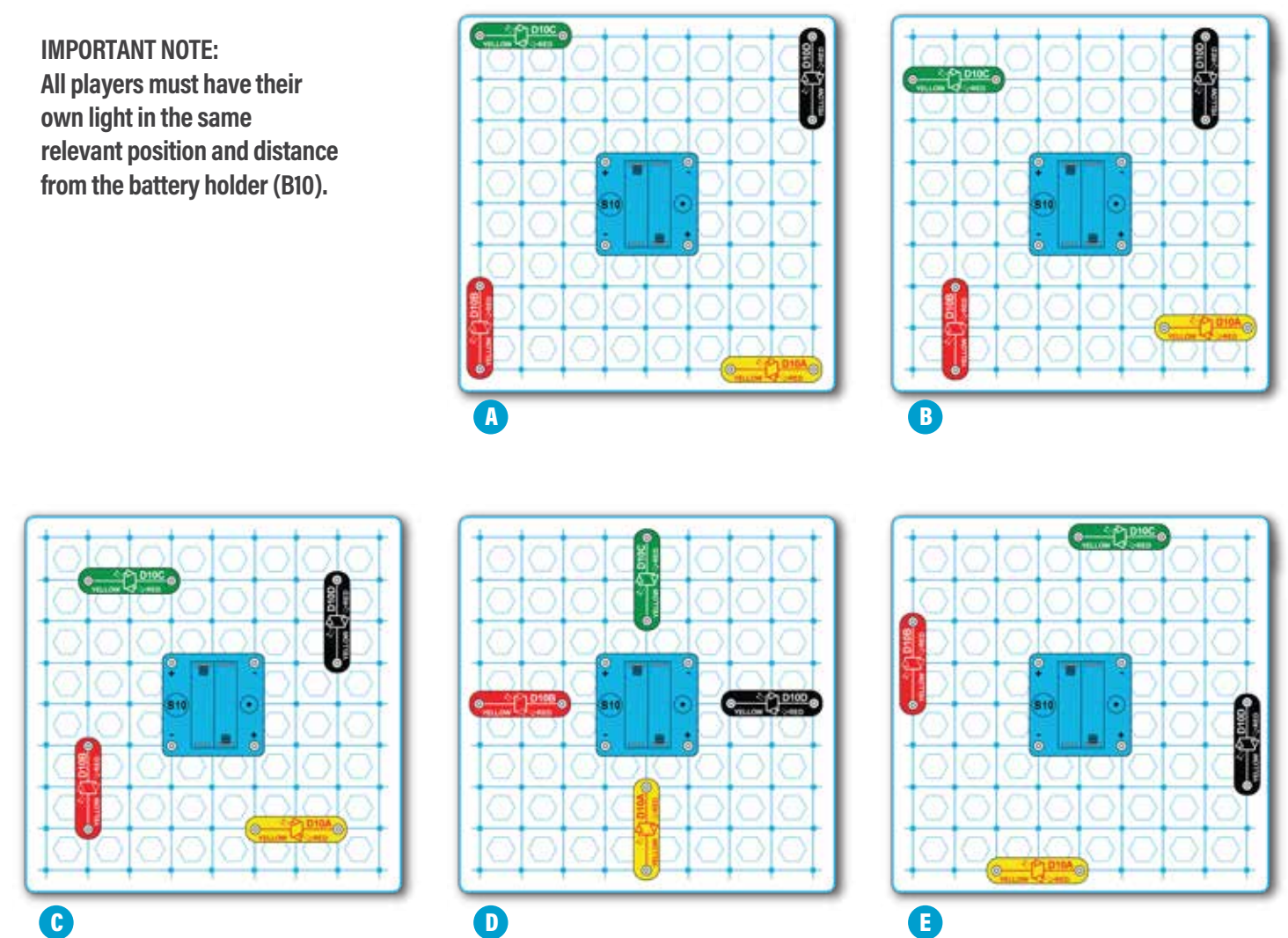
Alternative Game Play

When starting a new game, do not deal three cards to each player. Place all cards in one pile and each player draws a single card on their turn, follows the instruction, and places a SNAP part on the playing grid. This is a quick decision game because you never know what piece you are going to select. The same rules apply to this style of play.

1 Solo or Team Play:

- Place battery holder and the four lights as per any of the setup drawings (or use your imagination and place randomly place the battery and lights).
- Remove the six special cards ('Lose a Turn', 'Select a Player to Lose a Turn', and 'Move Any One Part').
- Draw cards one at a time to build circuits to connect all the lights.
- If the short-circuit alarm goes on, then remove that part from the game.
- Once you have drawn all the cards, the game is over. You win if all four lights are on before running out of cards. If the lights are not on, you have lost. Time to try again!

DIAGRAM 4 ALTERNATIVE START UP POSITIONS



IMPORTANT NOTE:
All players must have their own light in the same relevant position and distance from the battery holder (B10).