


1. **Print reverse** (jacket inside) **first**.
2. Then, print this side at "Actual Size" (100%).
3. **Flip over** and fold twice to create jacket spine.
4. Lay flat and use cut lines to trim away excess.
5. Insert in plastic case and enjoy!

Fold here

Fold here




For personal use only



SNORTA!


The Wild Game of
Moos, Meows and More!


4-6 Players
Ages 8 to Adult




Make a match then make some noise!


The race is on to get rid of your cards!
After each player hides an animal figure in their barn, everyone starts flipping over their cards and the **BARNYARD BEDLAM BEGINS!** Whenever two cards match, players must blurt out the sound of each other's hidden animal – and whoever squawks last has to take their opponent's cards! First player out of cards wins!






SNORTA!®
will have you
HOWLING
with laughter!







SNORTA!

Created by Chris Childs and Tony Richardson



15 March 2024



 /boardgamebarrio
 /geeklist/318181

Fold here

Fold here



Small Box Game Jackets are designed for use in 4"x6" photo storage plastic cases, commonly found at craft stores in 16-box carry containers (a.k.a. "photo keepers") under the brand names of Iris, Novelinks, Simply Tidy, or Top Notch.



Fold
right side
over to
here **before**
trimming

Fold
right side
over to
here **before**
trimming



 /boardgamebarrio
 /geeklist/318181



Use this page to print the
inside of a jacket **BEFORE**
printing the jacket cover

This is a 4"x6" photo box available at craft stores in a 16-box container (a.k.a. "photo keeper")
under the brand names of Iris, Novelinks, Simply Tidy, or Top Notch

1. Print "Actual Size" (100%) on cardstock.
2. Fold twice to create box spine.
3. Flip over, lay flat, and use cut lines to trim away excess.
4. Insert in box and enjoy!

Fold
Left side
over to
here **before**
trimming

Fold
left side
over to
here **before**
trimming