SNATCH rummy

PRESS RELEASE

FROM OUR TABLE TO YOURS

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INTRODUCING AN ORIGINAL SNATCH RUMMY MOVE

JOKER LIFT ARRIVES

Snatch Rummy puts the entire field back in play.

ADVANCED PLAYERS ONLY

The newest Snatch Rummy host option introduces an original two-part move: put down a Joker, lift a natural card, and immediately change the field somewhere else.

Some game additions adjust the scoring. Some alter the pace. Some provide another way to play a familiar card. Joker Lift introduces an entirely new move.

For the first time in Snatch Rummy, a natural card that has already reached a secured combination can rise from the field of play and be sent directly into another play.

The Joker goes down. The natural card comes up.
The field changes in two places at once.

That is Joker Lift.

A SECURED CARD MAY STILL HAVE ONE MORE JOB

In most rummy games, once a card becomes part of a completed combination, its journey is over. Snatch Rummy has never treated the field that way.

Starters become exposed. Exposed cards can be snatched. Secured combinations can grow. Jokers can be swapped. Every play changes what the next player sees and where the next opportunity may appear.

Joker Lift takes that living field one step further: a Joker enters an established position while the natural card that was there receives a new assignment.

THE MOVE

HOW JOKER LIFT WORKS

One connected play creates two changes on the field of play.

ONE CONNECTED MOVE | THREE VISIBLE MOMENTS

1 THE JOKER GOES DOWN

Replace a natural card in a secured combination.



2 THE NATURAL CARD RISES

The source stays secured. Ownership does not change.



3 THE LIFTED CARD MUST LAND IMMEDIATELY

Complete an eligible starter or extend another secured combination for your team.



SECURED

+ normal bonus

SOURCE	LIFT	DESTINATION
Any secured combination with no Joker. It may belong to either team.	Replace one natural card with a regular Joker. The source remains secured.	Immediately complete an eligible starter or extend another secured combination for your team.

The lifted card cannot be saved for later or returned to the player's hand. The source and destination must both be legal before the move begins. The destination earns one normal bonus.

ADVANCED PLAYERS ONLY

Joker Lift is intended for players who already understand starters, secured combinations, Snatches, and Joker Swap. New players should become comfortable with the core game before adding it.

NOT AN EXTRA TURN - ONE CONNECTED PLAY

The lifted card must immediately complete an eligible starter or extend another secured combination for the player's team. It cannot be saved for later. The source and destination must work together.

THE JOKER IS NO LONGER JUST A SUBSTITUTE

A NEW ROLE FOR THE MOST POWERFUL CARD

A Joker has always been one of the most powerful cards in Snatch Rummy. It can complete a combination, extend a run, rescue a developing play, or create a scoring opportunity that did not otherwise exist.

But a Joker can also be vulnerable. If the natural card it represents becomes available, another player may be able to swap that card into its place and send the Joker back into action somewhere else. A valuable placement may be powerful now but uncertain later.

Joker Lift gives players another possibility. Instead of simply placing the Joker into a new combination, a player can use it to occupy an established position while moving the natural card already there into another productive role.

A Joker Swap frees a Joker.
A Joker Lift can secure its future.

What appeared settled may become useful again. What appeared risky may become secured. What looked like one play becomes two connected plays with consequences across the field.

THE ENTIRE FIELD BECOMES PART OF THE DECISION

Joker Lift does not merely add another button or another way to score a bonus. It changes the questions a player can ask.

A secured combination is no longer only a collection of points. It may also contain the exact natural card needed somewhere else. An opposing combination may contain the key to a play for your own team.

A starter that appears one card short may no longer be waiting only for the stock, a Secret Pass, or another player's discard. The missing card may already be visible on the field.

That changes how players scan the board, how they value cards already played, and what it means to hold a Joker. It creates relationships between combinations that previously appeared completely separate.

Sometimes the stronger play will still be to use the Joker directly. Sometimes the lifted card will matter more than the Joker's destination. Sometimes the result will be immediate points.

Sometimes it will be an opportunity denied later.

Joker Lift does not make those decisions for the player.
It creates them.

AN ORIGINAL MOVE FOR AN ORIGINAL FIELD OF PLAY

Joker Lift could only exist in a game where the field remains active. Cards do not simply leave a player's hand and disappear into completed melds. They become part of a shared, changing environment.

Every starter creates opportunity. Every exposed card creates tension. Every secured combination changes the available pathways. Every Snatch transfers more than points - it changes control.

Joker Lift does not create value from nowhere. It asks the player to recognize value already present, then connect two separate areas of the field in a way that was not previously possible.

It rewards players who continue watching after their turn, who know what their partner is building, and who recognize not only what a Joker can replace but what the replaced card can accomplish next.

It makes the unique Snatch Rummy field of play even more alive.

THE HOST DECIDES

ADVANCED PLAYERS ONLY

Joker Lift joins the host menu as an optional rule. The host decides before the match whether it will be part of the game. Players who want the established experience can continue playing it. Advanced players ready for a new layer of movement, timing, and field awareness can turn Joker Lift on.

That is the purpose of the expanding host menu: not to dilute the core game, but to allow each group to shape the experience it wants.

THE FIRST LIFT WILL NOT BE THE LAST SURPRISE

The first Joker Lift will be easy to recognize. A Joker enters a secured combination. A natural card rises. That card crosses the field and immediately completes or extends something else. Everyone will see what happened.

The more interesting moment may come later - when players begin seeing what could happen before anyone makes the move.

Players will begin watching which natural cards have already been secured. They will see unfinished starters differently. They will reconsider where a Joker is safest, where it is most valuable, and whether the obvious destination is actually the best one.

The field will look the same. But players will no longer see it the same way.

That is the kind of addition we want for Snatch Rummy: not more complexity for its own sake, but more possibility, more anticipation, more reasons to watch every card, and more moments when a player sees something nobody else has seen yet.

> **“Joker Lift came from asking a simple question: If the Joker can take a card's place, why should that natural card's part in the hand be over? The answer created an entirely new move.”**
>
> **JEREMY**
> Creator of Snatch Rummy

ABOUT SNATCH RUMMY

Snatch Rummy is a strategic partnership card game built around sets, runs, starters, secured combinations, and the perfectly timed Snatch. Players compete across a shared field of play where combinations develop, opportunities become exposed, Jokers change roles, partners work together, and a single move can transform the score. Every player affects what happens next. Every card can matter to more than one team. And no lead is safe until the final card is played.

PLAY AND HOST	LEARN THE GAME	FOLLOW THE PROJECT
Play solo or request a free hosting code. Enter the game	Official rules, quick guide, and tutorial. Open the tutorial	News, versions, accessories, and community. Visit SnatchRummy.com

JOKER LIFT

Advanced players only.

The Joker goes down. The natural card rises. The field changes.