SNATCH rummy

Your Table. Your People. Your Game.

The advantages of hosting Snatch Rummy

Some game nights begin with a carefully organized invitation. Others begin with a text: “Anyone up for a game?”

Hosting Snatch Rummy gives you a table ready for either occasion. Bring your friends, fill empty seats with bots, choose your match rules, and make the evening your own.

Bring people together—wherever they are

Share your table’s invitation link and let your friends join from their own devices. Everyone sees the shared table while keeping their own hand private.

You can be in the same room or miles apart. Table comments, quick reactions, and free-text messages keep the conversation going, with new comments appearing briefly at the top of the screen so nobody has to be looking at the comments section to catch them.

The competition is real. So is the banter.

Play without waiting for four people

Hosting access includes solo play. You can take on three bots, practice a strategy, or learn how a different rule changes your decisions.

Have one friend available? Play with two bots. Have two friends? Fill the final seat with a bot. You don’t need to postpone the game because someone’s schedule didn’t cooperate.

The host can choose from bots with different playing styles and challenge levels, giving the table another way to vary the experience.

Choose how your table plays

Before the match begins, the host selects the Joker and Starter Exposure rules. The choices come with explanations, and players can review the selected rules during play.

Keep Joker identities flexible or choose a version that fixes them when played. Decide when protected starters become exposed. These choices stay consistent throughout the match, so everyone plays under the same expectations.

Set the tone before the first card

A host can share an optional startup message: a welcome, a cheeky challenge, or a few expectations for the evening.

“Friendly competition. Unfriendly snatching.”

Or perhaps: “New players tonight—give everyone a moment to learn.”

Each human player acknowledges the message before the game starts. A shared progress list shows who is Waiting and who is In, with bots automatically checked in.

Your table gets a personality before anyone draws.

Welcome late arrivals on your terms

If a friend arrives after play has started, they can request an available bot seat. The host decides whether to allow the takeover.

Approval transfers that seat and its current hand immediately. The game keeps moving, and the new player joins the action. Seats belonging to disconnected humans remain reserved for those players.

Keep the evening moving through interruptions

Someone loses their connection. Someone needs to step away. It happens.

When a disconnected player’s turn comes up, the host can choose a bot to cover their seat, with a confirmation before replacement. A small indicator lets everyone know a bot is covering. When the human returns, they reclaim their seat.

Hosts can save a personal rejoin link before starting. If hosting transfers during an absence, the original host is offered the choice to reclaim it upon returning.

Spend more time playing

The game handles dealing, turn order, scoring, and match totals. Player statistics and hand summaries give the group something to compare afterward—and perhaps something to argue about affectionately.

Hosting is more than opening a game. It’s making room for the people you want at your table, whether that means a regular game night, an impromptu match, or a quiet round of practice.

You bring the people. Snatch Rummy brings the table.