

[Click Here](#)

























72 red customer cards 285 purple word cards 36 double-sided customer cards (72 Customers) 324 purple word cards 28 double-sided customer cards (56 Customers) 336 purple word cards Each player takes a hand of six Word Cards. Select one player to be the Customer for the first round. Game Play The Customer takes a Customer Card from the center of the box, reads it aloud, and places it in front of him or herself. The Customer takes on the role printed on the Customer Card for that round. The other players have 30-40 seconds to combine two Word Cards from their hands to create something for the Customer. Players place their two-card items face down on the table. In clockwise order from the Customer, players turn over and "pitch" their item to the Customer. The Customer can cut off any pitch that goes over 30 seconds. After each player has made a pitch, the Customer picks the best item and awards the Customer Card to the player who created that item. The Word Cards used in that round are discarded into the box top and players take enough Word Cards to bring their hands back up to six. The player to the left of the current Customer becomes the new Customer and play continues following steps 1-6 until each player has been the Customer once. End of the Game After each player has been the Customer once, the player with the most Customer Cards wins! If two or more players are tied with the most Customer Cards, play one additional round with only the tied players submitting Word Cards and the next non-tied player acting as the Customer. The player whose item is selected wins the game! If all players are tied with one Customer Card, start a new game - Everyone wins! Continue Reading 72 red customer cards 285 purple word cards 36 double-sided customer cards (72 Customers) 324 purple word cards 28 double-sided customer cards (56 Customers) 336 purple word cards Each player takes a hand of six Word Cards. Select one player to be the Customer for the first round. Game Play The Customer takes a Customer Card from the center of the box, reads it aloud, and places it in front of him or herself. The Customer takes on the role printed on the Customer Card for that round. The other players have 30-40 seconds to combine two Word Cards from their hands to create something for the Customer. Players place their two-card items face down on the table. In clockwise order from the Customer, players turn over and "pitch" their item to the Customer. The Customer can cut off any pitch that goes over 30 seconds. After each player has made a pitch, the Customer picks the best item and awards the Customer Card to the player who created that item. The Word Cards used in that round are discarded into the box top and players take enough Word Cards to bring their hands back up to six. The player to the left of the current Customer becomes the new Customer and play continues following steps 1-6 until each player has been the Customer once, the player with the most Customer Cards wins! If two or more players are tied with the most Customer Cards, play one additional round with only the tied players submitting Word Cards and the next non-tied player acting as the Customer. The player whose item is selected wins the game! If all players are tied with one Customer Card, start a new game - Everyone wins! Continue Reading Players Materials Snake Oil Game Pack that includes: 28 double-sided customer cards (56 Customers) and 336 purple word cards. Note: Earlier editions of Snake Oil may include 72 Customer cards. There are also several Snake Oil expansion packs, such as the Booster Shot family friendly pack and the Crude Oil Expansion which provides adult-friendly word cards. Additional Setup Notes Set out the pile of word cards and double-sided customer cards in the center of the playing area Begin by having each player draw a hand of six Word Cards Randomly choose a player to be the Customer for the first round. Everyone will get a chance to be the customer eventually. Snake Oil is a creative and fun-filled game all about pitching the next top-selling product to your friends and loved ones. The objective of Snake Oil is delightfully simple: if the customer buys your product, you win! Inventors will dream up these top-of-the-line products by combining purple word cards and then pitch their product to the customer in hopes their creation is the best of the best. Once Snake Oil has been set up, the Customer will begin the game by drawing a Customer card from the pile, they'll read aloud the Customer card and place it in front of them in the playing area. The Customer will then take the role indicated in the Customer Card for that given round. After the Customer has read their card aloud, the other players are provided 30-40 seconds to combine two of their Word Cards from their hand in hopes of creating something the Customer would want. Once each player has selected two cards, they'll place them face down on the table. Beginning with the player to Customer's left, players take turns showing their two Word Cards and pitching their products to the Customer. After 30 seconds have passed, the Customer can cut off the pitch at any time. Feel free to get creative when dreaming up these inventions, its often the most unique creations that take the win. After each player has made their pitch, the Customer will choose the invention or product that they like's best. After choosing the inventive winner, that player will receive the Customer Card as an award. After each Customer round, all Word Cards used should be discarded into the box. Players will then draw enough Word Cards to ensure they always have a six-card hand, just like Cards Against Humanity. The player to the left of the Customer will become the new Customer for a fresh round. Play continues until every player has become the Customer once. Players will take turns being the Customer and pitching their inventions until all players have been the Customer. After everyone has been sold a product, the game ends. Whichever player has the most Customer Cards wins! In the case of a tie where multiple players have the same amount of Customer Cards, play an additional round with only the tied players submitting Word Cards and the next non-tied player as a Customer. Whoever wins that round, wins the game! If every player ends the game with one Customer Card, start a new game because everyone won! Fire When Ready: In this fast-paced twist on Snake Oil there isn't any need for waiting your turn when pitching inventions. Players immediately start pitching products as soon as they select their 2 Word Cards. As soon as a player is stopped pitching another player can jump in for the next sell, so act fast! The More the Merrier: If you're looking for a more robust lineup of options for creating inventions for the Customer, play this version! Play so that each player holds an agreed-upon additional amount of Word Cards to give infinite options for products. Just make sure to decide ahead of time as a group how many Word Cards you're allowed to hold per hand. Generally speaking, Snake Oil is most easily played with groups less than 10, but the Snake Oil expansion packs are perfect for parties with larger groups. Alternatively, feel free to have players work in collaborative teams to pitch products to make way for more interested inventors. We may earn a commission through links on this page. How to Play | Review | Final Verdict | Comments At the end of the game, acquire the most customer cards. Setup Each player is dealt six word cards. The players decide who will be the customer in the first round. Round To begin each round the current customer draws one of the customer cards to determine what type of customer they are going to be for the round. They read the card aloud and turn it face up so all players can see what type of customer the player is. After the customer card is revealed players have 30-40 seconds to combine two cards from their hand to create a product that they think the customer will want. After everyone has created their product, each player makes a 30 second pitch to the customer on why they should purchase their product. The customer for the current round is a superhero. The three players submitted their products which include a safety hook, a shadow cloak, and sun skin. The player that is the current customer decides which product a superhero is most likely going to want. After all of the pitches have been heard, the player who is currently the customer decides which item they think their customer would be most likely to buy/enjoy. The player whose product was chosen gets to keep the customer card which indicates that they have scored a point in the game. All word cards used are discarded and each player who played cards during the round draws two new cards to get back up to six cards in their hand. The player to the left of the current customer becomes the customer for the next round. Game End After all of the players have been the customer for one round, the game ends. Players count up how many customer cards they acquired during the game. The player who acquired the most cards wins the game. If two or more players are tied, all of the tied players compete in another round and the player whose product is chosen wins the game. It's the end of the game. One player got two customer cards while two players got one customer card. The player who got two customer cards won the game. Review We at Geeky Hobbies are big fans of the Apples to Apples genre of games that have been prevalent in recent years. Basically in these type of games one player is the judge while the other players play cards that match a card that was drawn by the judge. Players try to play a card that best matches the card drawn by the judge or try to be the funniest in order to appeal to the judge's sense of humor. I have played quite a few of these type of games in the past and while I have liked almost all of them, some of them are better than others. This brings us to Snake Oil. What makes Snake Oil stand out among these other games is that each player uses cards from their hand in order to create a product that they will then try to pitch to the judge. This concept really appealed to me and I was excited to try out the game. While not as good as Apples to Apples, Snake Oil is still a very good game. Before getting too deep into the review I would like to point out that the version of Snake Oil that I used to play the game is actually the self published version of the game. Before the game was produced by Out of the Box the game was self published and the copy of the game that I found at the thrift store was actually that version of the game. The game appears to be exactly the same as the Out of the Box version though outside of some of the cards likely being different. The self published version of the game has some more adult themed cards (nothing too bad) which I am assuming were removed for the more family friendly Out of the Box version of Snake Oil. Like most of these types of games Snake Oil is a party type game that should still work pretty well for children. I would probably not play the game with children under like age ten since it might be a little hard for younger children to devise a product using two of their cards and then try to pitch it to the customer. I think if your group generally likes games like Apples to Apples they should like Snake Oil. While Snake Oil is a good game it is probably not going to be for everyone. The game thrives on the players being creative and coming up with creative ways to use their cards. If you have a group of creative people the game will truly shine and you will probably get a lot of laughs out of the game. If your group is not in the right mood or isn't very creative though the game could get dull pretty quickly. The biggest problem that I have with these Apples to Apples style games is that there is the possibility that players will get stuck in a situation where they really don't have any cards that work for the current situation. Unfortunately in Snake Oil this seems like a bigger issue than with most of these type of games. The main reason that this issue seems kind of prevalent in the game is the fact that you need two cards that work well together. Too often there are situations where you don't have two cards that work together at all. Some rounds you pretty much have to just play two random cards just to get them out of your hand. While increasing hand sizes will fix some of these problems, there are still too many situations when players have no good options for creating a product. This problem is made worse when you get a round where none of the players are able to create a good product for the customer and the judge pretty much just has to randomly pick a product. Since I got the self published version of the game there is a chance some of these issues were corrected with the Out of the Box version but this is still likely to be the biggest problem with Snake Oil. One idea our group came up with that might have helped with this problem would have been to separate the word cards into a couple different types of cards which would be indicated by different colored backs. One color could be nouns while another color could be adjectives and so on. Players could then choose what types of cards they wanted to take to fill up their hand which would give players better options while also letting them have more control over their fate in the game. Just like with all of these type of games, the scoring system in Snake Oil is not the greatest. Usually these games are played more for the experience than actually determining the winner. If you want a game where there is a definite winner, Snake Oil is not going to be it. If any of the players are really competitive the game can actually suffer quite a bit since a player could rig their turn as judge by purposely not giving a customer card to a player that is in first even if that player deserved it. Adding in the fact that there are many instances where the cards in a player's hand just don't work well together and I think it would be best if you just ditched the scoring element of the game altogether. Having played many of these Apples to Apples style games I knew one of the rules for Snake Oil was going to be an issue so our group decided to ditch it immediately. Except for very large groups I just don't see the point of the rule where every player is only the customer once. Unless you have eight or more players this will just make the game way too short. For example if you only have four players you could probably finish the game in around ten minutes. That is just way too short so my group just plays until everyone is sick of the game and we count up who got the most customer cards. I would highly recommend playing the game in this manner unless you are playing with a bunch of players. Ditching this rule is also beneficial since it allows you to adjust the game to any length that you want. If you want to play for 10-20 minutes play by the normal game rules. If you want to play for an hour just play until the hour has passed. Speaking of house rules I have to bring up the random player rule that my group always adds to these type of games. One time while playing Apples to Apples we decided to create a rule where a random card was added to the choices just to see how it would work. Since it was a success we have since continued to use this house rule when playing these type of games. In Snake Oil we randomly drew two cards from the draw pile in order to create a random product for each round. While it didn't work as well as it does in other games, the random product was actually sometimes the best option for a given round. The random customer actually won several rounds. Then there were the rounds where the random product gave us great products such as "poop tape". Not surprisingly that round was not one of the rounds that the random product won. While the components might differ some from the Out of the Box version of the game, for the most part the cards are really well done. The artwork on the customer cards in particular are really well done. I just love how the game finds a way to illustrate all of the different customers using their trademark snake character. The word cards are nothing special to look at but are designed in a way making them easy to read. While the word selection could have been better and I wish the game came with more cards, I really don't have any complaints about the cards. Final Verdict While Snake Oil plays a lot like Apples to Apples, it is still a good game. It is probably not as good as Apples to Apples and some of the other games of the same style but it is still a fun game that I would recommend to fans of these type of games. The one reason that I would say that Snake Oil is worse than some of the other games from the genre is that it is harder to actually find good uses for your cards. Too often there will be situations where your submission makes no sense as you just try to get rid of some of your cards. Other than this issue though the game is really fun and the mechanic of you trying to pitch your product is a good addition to the traditional Apples to Apples formula. If you have tried games like Apples to Apples before and didn't really care for them you probably won't like Snake Oil either. If you like these type of games though I think you will really like Snake Oil. If you would like to purchase Snake Oil you can purchase it on Amazon here. 72 red customer cards 285 purple word cards 36 double-sided customer cards (72 Customers) 324 purple word cards 28 double-sided customer cards (56 Customers) 336 purple word cards Each player takes a hand of six Word Cards. Select one player to be the Customer for the first round. Game Play The Customer takes a Customer Card from the center of the box, reads it aloud, and places it in front of him or herself. The Customer takes on the role printed on the Customer Card for that round. The other players have 30-40 seconds to combine two Word Cards from their hands to create something for the Customer. Players place their two-card items face down on the table. In clockwise order from the Customer, players turn over and "pitch" their item to the Customer. The Customer can cut off any pitch that goes over 30 seconds. After each player has made a pitch, the Customer picks the best item and awards the Customer Card to the player who created that item. The Word Cards used in that round are discarded into the box top and players take enough Word Cards to bring their hands back up to six. The player to the left of the current Customer becomes the new Customer and play continues following steps 1-6 until each player has been the Customer once. End of the Game After each player has been the Customer once, the player with the most Customer Cards wins! If two or more players are tied with the most Customer Cards, play one additional round with only the tied players submitting Word Cards and the next non-tied player acting as the Customer. The player whose item is selected wins the game! If all players are tied with one Customer Card, start a new game - Everyone wins! Continue Reading 72 red customer cards 285 purple word cards 36 double-sided customer cards (72 Customers) 324 purple word cards 28 double-sided customer cards (56 Customers) 336 purple word cards Each player takes a hand of six Word Cards. Select one player to be the Customer for the first round. Game Play The Customer takes a Customer Card from the center of the box, reads it aloud, and places it in front of him or herself. The Customer takes on the role printed on the Customer Card for that round. The other players have 30-40 seconds to combine two Word Cards from their hands to create something for the Customer. Players place their two-card items face down on the table. In clockwise order from the Customer, players turn over and "pitch" their item to the Customer. The Customer can cut off any pitch that goes over 30 seconds. After each player has made a pitch, the Customer picks the best item and awards the Customer Card to the player who created that item. The Word Cards used in that round are discarded into the box top and players take enough Word Cards to bring their hands back up to six. The player to the left of the current Customer becomes the new Customer and play continues following steps 1-6 until each player has been the Customer once. End of the Game After each player has been the Customer once, the player with the most Customer Cards wins! If two or more players are tied with the most Customer Cards, play one additional round with only the tied players submitting Word Cards and the next non-tied player acting as the Customer. The player whose item is selected wins the game! If all players are tied with one Customer Card, start a new game - Everyone wins! Continue Reading The customer chooses the best pitch, and the best pitch player wins the customer card. The game continues to the next player who selects a new customer card, and game play rotates until all players have been the customer once. The player with the most customer cards wins the game! The player who has the most customer cards wins the game. The game uses the popular submit and judge mechanic that has a rotating judge to choose a winner among the players. Here they do not reinvent the wheel but they bring their own unique mechanic to make for its own interesting experience. In a game that has you bumping your creativity up to a 10, you need to use your limited resources (word cards) to come up with products or inventions that would best help whoever the customer is that round. The game is for 3 - 10 players at ages 10+. The rules for how to play Snake Oil are incredibly easy, take a look below.FOR MORE: Snake Oil Page | Snake Oil Review | Games Like Snake Oil | Buy Snake Oil on Amazon HOW TO PLAY SNAKE OIL - WHAT IS IT?In the Old West, the sly snake oil salesman had a special talent. He could get the most skeptical customer to buy the most dubious products. That is what is happening here. Different roles like Pirate, Plumber or last person on Earth will pop up and each player will need to mash together two word cards to form the best product for them and pitch it. Who wouldn't need a "Truth-Light" or an "Underwear-Oven". The winner is the one who wins the most, but at the end of the day it is about creativity and having a fun journey. HOW TO PLAY SNAKE OIL - STEP BY STEPTime Needed: Approximately 20 - 30 minutes.This is a step by step guide for how to play Snake Oil the submit and judge party board game. Additional notions and special rules can be found below the list. These will be referenced for your convenience.1. SETUP | Place Word CardsThe cards that have rounded corners and a "snake oil" back are the word cards. These are what players will use to form products. To kick off how to play Snake Oil setup, shuffle these up and place in the center of the table, accessible to everyone.2. SETUP | Place Customer CardsShuffle the 2-sided role customer cards and place them in the center of the table accessible to everyone.3. SETUP | Players Draw 6 Word CardsEach player draws six word cards from the face-down deck to form their opening hands.4. SETUP | Select Starting PlayerThe final step to how to play Snake Oil set up before getting into gameplay is to choose who will be the starting customer. Use your randomizer of choice to decide. 5. GAMEPLAY | Choose Customer CardThe player in the "Customer" role takes one of the customer 2-sided cards and chooses one of those cards. That chosen role is the active one for the round and the one that players need to pitch to.6. GAMEPLAY | Players For ItemBased on what came up for the customer card, each player need to take two cards from their hand to form an invention or product they would need. They have to choose the cards and come up with a 30 second pitch to make their case for it.7. GAMEPLAY | Players Take Turns Pitching CustomerAll players have 30 seconds to pitch their item to the customer. There is no set order, anyone can hop in and make their pitch once someone else is done. Sometimes it is smart to lead, sometimes it is smart to end. The customer can cut off any pitch that goes over 30 seconds.8. GAMEPLAY | Customer Chooses WinnerAfter all the players have made their pitches, the player in the "customer" role chooses a winner. That player gets to keep the role card as a marker they won the round.9. GAMEPLAY | Players Refill their HandsAll Word cards used this round are discarded and all players draw cards again so they go back up to 6 total. These are drawn from the central pile. If there are no more, shuffle up the discards and make a new pile.10. GAMEPLAY | Pass & RepeatAfter a winner has been chosen and players have refilled their hands, the "customer" job is moved to the player to the left and the process is repeated. This happens until the game ends.11. GAME END | Each Player Is CustomerYou play round after round until every player in the game has been the "customer" once. After the last person has done it, the game ends and it is time to count up customer cards.12. WINNING | Most Customer CardsAfter the game has ended, the player who has acquired the most customer cards wins. As you can see, learning how to play Snake Oil is easy, it is just about how creative you can be. "The More The Merrier" To give players more options in creating items for the Customer, decide as a group to hold eight or even ten cards per hand instead of the standard six. "Snake Oil Live" With this variation you can entertain a large group for hours as Snake Oil contestants pitch to an audience to see who is the best Snake Oil salesperson. To run Snake Oil Live, you need a host, contestants and an audience. Select one person to be the first host. Select three players to be the first contestants. Each contestant draws six Word Cards and the host reveals a customer card. The audience acts as the customer. The contestants each create a two-card item and then take turns pitching to the audience. After all of the contestants have made their pitch, the show host asks the audience to cheer or raise their hands for who they liked the best. Majority wins. Repeat steps 1 - 4 with new contestants for each round. Play one final round with the players that won earlier rounds to have a finals. The winner of that final round is the Snake Oil champion. "Snake Oil Tournament (12 - 24 players)" These rules will help you host a fun and simple tournament using just one box of Snake Oil. Divide the players into three groups of 4, 5 or 6 players. Groups can be uneven if necessary. Divide the Word and Customer Cards so that each group has approximately the same amount. Each group plays one game, with each player being the customer once and determining a winner of that group. Play one final game with all the winners to determine and overall Snake Oil champion. GAME CONTENTS 340x Word Cards 30x Customer Cards 1x Rulebook HOW TO PLAY SNAKE OIL - IN CLOSING We hope you can now say you know how to play Snake Oil. This fun party game about pitching crazy inventions for any given role is a light and enjoyable one. It is built for families but is a title that any gamer can enjoy. This uses the submit and judge mechanic that has been around for some time but it puts its own unique spin to create a fresh experience. As you can see, the rules for how to play Snake Oil are very easy, you just need to get out there with the right group of friends or family and play. The Snake Oil Board Game master page. A complete guide. Review, how to play, editorial, useful links, similar games, FAQ, interesting facts and so much more. Snake Oil is a submit and judge party game with a unique creativity twist. TABLE OF CONTENTS RELEASE: 2010 PLAYERS: 3 - 10 Players DURATION: 20 - 30 Minutes AGE: 10+ GENRE: Submit & Judge DESIGNER: Jeff Ochs ARTIST: John Kovalic, Patricia Hayes Kaufman PUBLISHER: Snake Oil LLC Go to Top | Submit Adjustment SNAKE OIL PHOTO GALLERY Go to Top SNAKE OIL OVERVIEW In the Old West, the sly snake oil salesman had a special talent. He could get the most skeptical customer to buy the most dubious products. That is what is happening here. Different roles like Pirate, Plumber or last person on Earth will pop up and each player will need to mash together two word cards to form the best product for them and pitch it. Who wouldn't need a "Truth-Light" or an "Underwear-Oven". The winner is the one who wins the most, but at the end of the day it is about creativity and having a fun journey. Go to Top | Submit Adjustment SNAKE OIL REVIEW 6.2 out of 10 Snake Oil is a fun party game built for families. It is a submit and judge board game that doesn't reinvent the wheel but it has its own interesting hook and it delivers on it well. An active player flips a role and all other players have to mash up two cards to form a wacky invention to pitch them. This game is an explosion of asking its participants to be creative. Only one can be chosen so it is a race to who can do it best. Read Our Snake Oil ReviewGo to Top SNAKE OIL HOW TO PLAY In the Old West, the wily snake oil salesman had a special talent, slinging goods to one and all. Now it's your turn! Invent your own zany two-word products - Rumor Mirror! Burp Balloon! - and sell them to all types of wacky customers. If the round's customer buys your product, you win! You hand is made up of these random word cards and each round you need to put two together to make an invention that solves the problem at hand, then you need to pitch it. How to Play Snake Oil Step-By-Step Go to Top SNAKE OIL SIMILAR GAMES We thought about everything from gameplay to theme, intensity level to overall motivations, the quality and more to determine what are the five most similar board games to Snake Oil. The quick recap of the list is below with the link to the descriptions and full article below it. Apples To Apples Cards Against Humanity Dixit What Do You Meme? The Meta Game Full Games Like Snake Oil Article Go to Top | Submit Argument SNAKE OIL INTERESTING FACTS Real Snake Oil did exist! It was first introduced to the US in the 1860s by Chinese laborers working on the Transcontinental Railroad. After a hard day they would rub sore muscles with ointment made from water snake oil. \*Send in your interesting facts Go to Top | Submit Facit If it is a topic that has not yet been covered, you can most likely find more information here on your topic of choice. From official Snake Oil useful links to very unofficial ones. Go to Top | Submit Link SNAKE OIL FAQ \*Send in your questions for the FAQ Go to Top | Ask Questions SNAKE OIL EDITORIAL 20 Best 9 Player Board Games 5 Games Like Apples To Apples Go to Top SNAKE OIL VIDEOS How To Play Snake Oil By Triple S Games [TFT 01-17] Snake Oil Review By Dice Tower [TFT 07-52] Go to Top SNAKE OIL PEOPLE ALSO ENJOYED Go to Top Go to Top 72 red customer cards 285 purple word cards 36 double-sided customer cards (72 Customers) 324 purple word cards 28 double-sided customer cards (56 Customers) 336 purple word cards Each player takes a hand of six Word Cards. Select one player to be the Customer for the first round. Game Play The Customer takes a Customer Card from the center of the box, reads it aloud, and places it in front of him or herself. The Customer takes on the role printed on the Customer Card for that round. The other players have 30-40 seconds to combine two Word Cards from their hands to create something for the Customer. Players place their two-card items face down on the table. In clockwise order from the Customer, players turn over and "pitch" their item to the Customer. The Customer can cut off any pitch that goes over 30 seconds. After each player has made a pitch, the Customer picks the best item and awards the Customer Card to the player who created that item. The Word Cards used in that round are discarded into the box top and players take enough Word Cards to bring their hands back up to six. The player to the left of the current Customer becomes the new Customer and play continues following steps 1-6 until each player has been the Customer once. End of the Game After each player has been the Customer once, the player with the most Customer Cards wins! If two or more players are tied with the most Customer Cards, play one additional round with only the tied players submitting Word Cards and the next non-tied player acting as the Customer. The player whose item is selected wins the game! If all players are tied with one Customer Card, start a new game - Everyone wins! Continue Reading