

SNATCH IT

"Snatch It," created by Grabow Games, is a fast-paced, competitive reaction game that tests your reflexes and focus. Two players face off across a custom table featuring five glowing batons, waiting in suspense for the perfect moment to strike and claim victory.

How to Play

- **Step 1: Get Ready:** Players stand on opposite sides of the game board and place their hands flat on the designated handprint markers.
- **Step 2: Watch the Lights (Attract Mode):** The game kicks off by cycling through vibrant, mesmerizing LED patterns—such as pulsing rainbows, confetti speckles, and simulated fire.
- **Step 3: The Suspense (Solid Color):** The music changes, and the glowing patterns suddenly lock into a single, solid color like blue, green, red, or orange. Players must hold their position and wait during a random, tension-building delay of 3 to 15 seconds.
- **Step 4: The Drop:** Without warning, the lights on a randomly selected baton will turn completely black.
- **Step 5: Snatch It!:** As soon as a baton goes dark, players must race to snatch it and press their designated arcade button.
- **Step 6: Claim Victory:** Points are tracked using the glowing indicator LEDs (Yellow and Blue) on each player's side. The first player to reach 3 points wins the round, triggering a celebratory red LED, flashing lights, and victory music.



Under the Hood: Technical Features

- **Smart Hardware:** The game is powered by an Arduino microcontroller and utilizes a strip of 45 WS2812B LEDs.
- **Segmented Batons:** The 45 LEDs are mathematically divided into five 9-LED segments, each corresponding to one of the physical batons on the table.
- **Immersive Audio:** An integrated DFPlayer Mini module triggers background tracks, tension-building sound effects during "The Drop," and celebratory music for the winner.
- **Multiple Game Modes:** A hidden mode button allows operators to switch between standard scoring (first to 3 wins) and a competitive "cutthroat" mode where earning a point also steals a point from the opponent.
- **Dynamic Visuals:** Utilizing the FastLED library, the game runs nine distinct, math-driven light patterns (such as PacificaLoop, Cylon, and Juggle) to keep the table looking vibrant between rounds.

Technical Specifications

Built tough for arcades, events, and entertainment centers.

Specification	Detail
Dimensions (Tower)	34 inches x 24 inches x 4 inches
Total Weight	14 kg
Power Input	12V 2A DC Power Adaptor
Maximum Power Rating	24 Watts

