

# RHYME TIME

## GAME RULES

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- 60 cards



- game rules

### THE GOAL

To score the biggest number of cards.

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### PREPARING FOR THE GAME

Shuffle the cards and put the stack facing down. The game has no leader; all participants play at the same time.

### GAME PROCESS

Players open 6 cards from the deck and put them on the table. They see 24 pictures of simple objects.



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All players at the same time start looking for objects whose names rhyme with one another. Everybody is trying to be the first one to find a pair that rhymes. For example, shampoo – kangaroo or dice – mice.

The first person who comes up with the rhyme, puts the cards with those images (objects) into his/her victory pile.

\* If the player manages to rhyme 3 or even 4 words, he/she gets all the cards with the objects that the player used.

For example, dice – mice – rice.

After the round is played, players lay out new cards from the deck to fill the empty spaces so that the number stays exactly 6.

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## END OF THE GAME

The game ends when all the cards from the deck are used up and on the open cards rhymes can no longer be found.

The winner is the player with the biggest number of cards.

## ADJUSTING COMPLEXITY

When playing with younger children, you can pre-select cards with objects that rhyme easily. Show the cards to children, help them see the rhymes. As they get familiar with the rhymes add new cards and play by the usual rules. You also can open a smaller number of cards.

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While the adults are burdened by their experience, children rhyme the most unexpected things.

Enjoy the game and join us on social media.



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