

Contents:

48 rhyming picture cards

Object

To collect as many rhyming cards as possible.

To play

- Spread all the cards face downwards on the table. Each player chooses a card, and places it face upwards in front of them.
- The youngest player begins by turning over one of the cards in the middle and reading aloud the word on it. If the word rhymes with the card in front of them, the player puts the new card down next to their card and makes a rhyming sentence using the two words (i.e. 'I saw a slug sitting in a jug').
- If the words do not rhyme, the player returns the card to the table, face downwards.
- On their turn, players can exchange the unmatched card they are holding for a card from the table. This counts as their turn.
- Once players hold a rhyming pair, they can take another card from the middle. On their next turn they then try to make another rhyming pair. N.B. Players may only have one unmatched card in their hand at any time.
- Play then moves on to the next person.
- On any turn, players may also collect a third or fourth card that rhymes with those in front of them. If players do add a third or fourth card to a rhyming set, they make a sentence using all the words they have collected in that set, in any order.
- If a player holds a single card for which another player holds the three rhyming cards, they must exchange this card for another from the middle on their next go.
- The game continues until there are no cards left in the middle. Players then work out their score as follows:
2 rhyming cards = 2 points; 3 rhyming cards = 5 points; 4 rhyming cards = 10 points.

The winner

The winner is the player with the most points at the end of the game.

RHYMING PAIRS**Object**

To collect as many pairs of rhyming cards as possible.

To play

- Select twelve cards from the pack that do not rhyme with each other. Place them in a pile face downwards and turn the top card face upwards. Shuffle the remaining cards and spread them face downwards in the middle of the table.
- The youngest player begins by turning over one of the cards in the middle and reading aloud the word on it. If the word rhymes with the top card on the pile, the player takes both cards and puts the pair down in front of them. The player then turns over the next card in the pile.
- If the words on the cards do not rhyme, the card is returned to the table face downwards.
- Play then moves on to the next person.
- Once the pile of cards is finished, players chose a new card from the middle and try to find a rhyming match for it.
- The game continues until all the cards have been taken.

The winner

The winner is the player with the most sets of rhyming pairs at the end of the game.

FIND THE RHYME**Object**

To collect as many pairs of rhyming cards as possible.

To play

- Select twelve cards from the pack that do not rhyme with each other. Shuffle these cards and place them in a pile face downwards. Shuffle the remaining cards and spread them face downwards in the middle of the table.
- Each player takes two cards from the table and keeps them hidden from the other players.
- The youngest player begins by turning over one of the cards on the table and reading aloud the word on it. If the word on the card rhymes with one of the player's cards, they put the two cards down, face upwards in front of them. The player then takes the top card from the pile to make their hand back up to two cards.
- If the card does not rhyme with one of the cards in the player's hand, it is returned to the table, face downwards.
- Play then moves on to the next person.
- N.B. If the two cards in a player's starting hand rhyme with each other, the player puts the pair down, face upwards in front of them. They then take the top two cards from the pile to make their hand back up to two cards before play begins.
- When the pile of cards runs out, players may choose any card from the table to make their hand back up to two cards.
- Once the pile has run out, players may swap one of their cards for one from the table. They do not have to show the other players what is on either card. When a player exchanges a card in this way, it counts as their turn.
- The game continues until no player can make a pair with the cards remaining on the table.

The winner

The winner is the player with the most sets of rhyming pairs at the end of the game.



©2005 Orchard Toys Ltd.

Wymondham, Norfolk, NR18 9SB, England

www.orchardtoys.com

Ref: 011 Made in England

Please retain this information for future reference.