PAIRSinPEARS™ (2-4 players: ages 5+)

Race to make pairs of connecting words in matching (suited) patterns.

1. All 104 tiles are placed face down in the center of the table. Each player takes the appropriate number of tiles based on the number of players:

2 PLAYERS: 52 tiles each.   Winner is the first to make 4 PAIRS of words.

3 PLAYERS: 34 tiles each.   Winner is the first to make 3 PAIRS of words.

4 PLAYERS: 26 tiles each.   Winner is the first to make 2 PAIRS of words.

2. Since there are far less vowels in the alphabet than consonants, two words can share the same vowel.

For example:

Words can share consonants also.
For example:

3. Once players take the appropriate amount of tiles, someone says "GO!," then they proceed to flip their tiles over and start making pairs of words with matching patterns. Words must have AT LEAST 3 letters. When a player has reached the goal, he/she says "PAIRS!" and wins the game.

OPTIONAL: The amount of pairs required to win with any number of players may be increased or decreased, depending on the skill level of the players.

PAIRPOINTS (2-4 players: ages 7-Adult)

PAIRPOINTS is a *SCORING* version of PAIRSinPEARS

1. All 104 tiles are placed face down in the center of the table. Each player takes the appropriate number of tiles based on the number of players:

2 PLAYERS: 52 tiles each.   Goal= 6 PAIRS of words to call "PAIRS."

3 PLAYERS: 34 tiles each.   Goal= 4 PAIRS of words to call "PAIRS."

4 PLAYERS: 26 tiles each.   Goal= 3 PAIRS of words to call "PAIRS."

2. Once players take the appropriate amount of tiles, someone says "GO!," then they flip their tiles over and make pairs of words of at least 3 letters.

3. The letters in each word do NOT have to be suited. However players receive DOUBLE points when the letters in a word ARE suited.

4. When a player has reached the goal number of pairs, he/she may choose to end the hand by calling "PAIRS," **OR he/she may continue to play to gain more points**. When that hand ends, the validity of each player's words is checked and the points are counted. If a player has used an invalid word, he/she loses all points from that hand. Players count their points even if they didn't reach the goal number of pairs. **The player with the MOST POINTS wins that hand**.

5. Players may decide on a pre-determined amount of hands with the winner being the person with the largest point total from ALL the hands.

SCORING:

1 POINT for each letter of unsuited words
2 POINTS for each letter of suited words
5 BONUS points for calling "PAIRS"

Shared letters are counted with each word

Example:
9 Points

PAIRSinPEARS™ consists of 4 complete alphabets (a total of 104 tiles), each in a different pattern: solid, outline, lines and dots.

EDUCATIONAL EXERCISES (Ages 5-8)

To familiarize younger children with the alphabet and word construction, parent or teacher may want to have them try some of these exercises:

1. **NAMES:** Make a pair of the same word (could be the child's name) with letters in the same pattern, like **TOM/TOM** .

2. **VOWELS AND CONSONANTS**: All the tiles are placed face down on the table. Turn over letters one at a time. Make as many matching pairs of vowels as possible like **OU**.   Then do the same for matching consonants like **MR** .

3. **ALPHABETICAL ORDER:** Create pairs of 3 letter runs, where the patterns in each run are the same, like **BCD/XYZ** .

4. **RHYMING:** Make a pair of rhyming words like **SIT/BIT** of matching patterns.

5. **HOMONYMNS:** Make a pair of *homonymns like **TWO/TOO** .
(letters do not have to match)
*Homonyms are 2 words that sound the same but are spelled differently and have different meanings.