

## PAIRS IN PEARS

### How To Play:

Take out all 104 tiles, and lay them face down in the center of the table. The number of tiles you take are based on the number of people playing:

2 Players: 52 tiles each.

3 Players: 34 tiles each.

4 Players: 26 tiles each.

The objective of the game is to make as many pairs in matching suits as possible. The number of pairs needed to win will change based on the number of players:

2 Players: Winner is the first to make 4 PAIRS of words.

3 Players: Winner is the first to make 3 PAIRS of words.

4 Players: Winner is the first to make 2 PAIRS of words.

Paired words share one letter and must be made of the same patterned tiles.

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

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.

### ADDITIONAL WAYS TO PLAY

#### Pairpoints—A Scoring version of Pairs in Pears

Place all 104 tiles 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".

Once players take the appropriate amount of tiles, someone says "GO!". They then flip their tiles over and make pairs of words of at least 3 letters. The letters in each word do not have to be suited. However, players receive double points when the letters in a word are suited.

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.

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.

