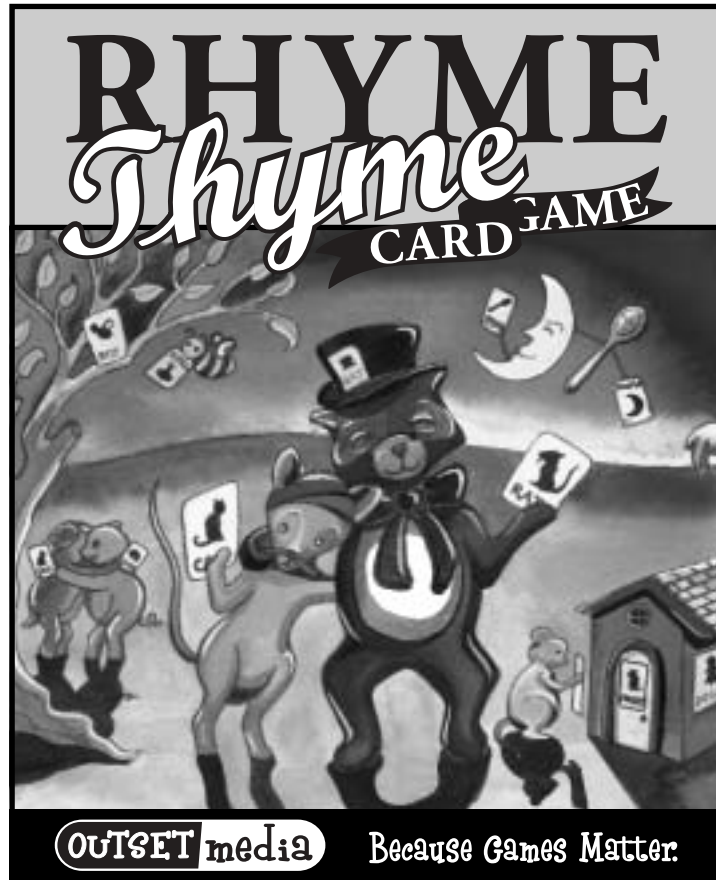


instruction booklet



**OUTSET** media

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Contents:

- Instructions
- 108 cards

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Goal: to find the most matching rhymes.



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**How to Play:**

**1** Deal out all the cards in the deck. Don't worry if there is an uneven amount of cards given to each player; it will not affect the outcome of the game.

**2** All players must place their stack of cards face down in front of them, in their own personal draw pile.

**3** On every turn, every player flips over a card and tries to find rhyming matches on the flipped-over cards. It is important that all players flip their cards over at the same time. Each player places any rhyming matches she found to the side. These matches are counted up at the end of the game to determine the winner. [See notes under "Making Rhyming Matches" for more details on how to find a rhyming match.]

**4** Whenever a player runs out of cards in her draw pile, she should turn over her played cards and use them again. It is a good idea to quickly shuffle the played cards every once and a while before starting on a fresh draw pile.

**5** Play continues until one player completely runs out of cards (in her draw pile and her played card pile). The player who has the most rhyming matches is the winner.



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### Making Rhyming Matches:

**1** After everyone flips over a card, players should scan the cards looking for words that rhyme. When they see a matching pair, they quickly need to say the rhyming pair (i.e. "Boot Root"). If it is indeed a good match, the player places the rhyming pair off to the side in her personal "match pile".

**2** On a mismatch (i.e. Boot Boat), the player who called the match incorrectly must give the other player one of her matches from her "match pile" as a penalty (unless she has none).

**3** If a player lays down two consecutive cards that match in her played pile, any player can call out the matching pair by saying "Rhyme Time!" and take the match. The matching cards **MUST** be the top two cards.

**4** If two players call the same rhyme at the same time, the cards are set to the side and are out of play for the rest of the game with no one winning the match.

**5** If removing a match from the played card piles uncovers another match, that pair can be called and won as well.



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### Things to Watch Out For:

**1** Make sure everyone flips over their card at the same time. This means, if one player has run out of cards in her draw pile and needs to turn her played cards over, all the other players should wait for her.

**2** If three cards are flipped over that rhyme, only remove two cards. If you remove all three cards, there will be an uneven number of cards left, and someone will not be able to find a match for her card.

**3** For **two player games**, each player has two played piles and alternates turns playing a card on to each pile. This provides more opportunity for matches and makes for an exciting quick-paced game!

**4** If it seems like you are stuck and can't find any more rhyming matches, try shuffling your cards next time you turn your played cards over.

**5** In the deck, there are two cards for each word. Matching words (i.e. Hoot and Hoot) are considered to be a rhyme. However, one good way to play when playing with kids of different ages is for the younger kids to be able to pair matching words, while the older kids cannot pair matching words.

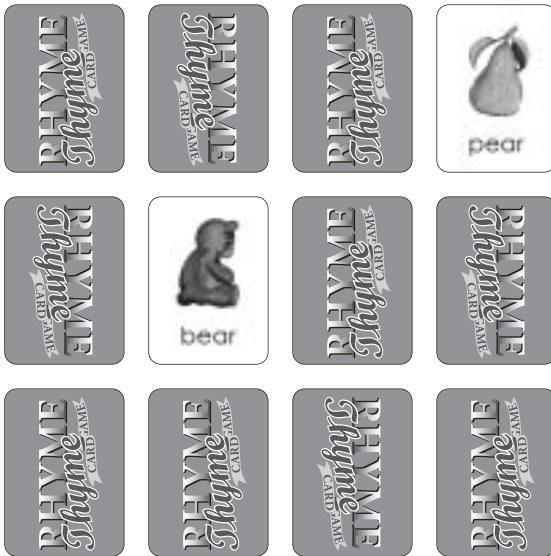
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### Memory:

With there being two of every card, the Rhyme Thyme cards can also be used for a challenging memory game. There are 54 pairs of words that match. There are two different ways to play:

**1** only find the words that match.

**2** find pairs of any words that rhyme.



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### Rhyming Guide

bat	bear	hose
cat	chair	nose
hat	pear	rose
rat	square	toes

dry	boat	bee
pie	coat	key
sky	goat	tea
tie	moat	tree

boot	clock	dog
fruit	lock	frog
hoot	rock	hog
root	sock	log

baboon	cake	nail
loon	flake	sail
moon	lake	snail
raccoon	rake	tail
spoon	snake	whale

cluck  
duck  
truck

also available from outset media

### ***Camper Damper***

It's time for a trip to the woods in this fun game where players scramble to complete their camping trips. Dodge all sorts of trouble from poison oak and sunburns, to grumpy bears looking for a dinner in your tent. Whether by luck, skill or by spoiling the fun for other campers, be the first to finish your trip and win!



### ***Beam Me Up***

It's the Annual Alien Conference and the aliens are stuck on the moon without transportation. This is your chance to take an alien home! Maybe not *your* home, but it's your job to get the aliens back to *their* home planets. The player who sends the most aliens home by the end of the game wins the title of Star Space Traffic Controller!



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