

RULES FOR PLAYING HOMOPHONES

HOMOPHONES is played similarly to the children's card game "Go Fish."

Players: Two to six players; best with three to six.

Deck: One of the 48-card **HOMOPHONES** sets containing 24 homophone pairs.

Goal: To collect the most pairs of homophones.

Set-up: Five cards are dealt to each player if three to six players are involved. With only two players, seven cards are dealt to each. All remaining cards are placed face down in a draw pile.

Game play:

Choose a player to go first.

On your turn, ask a player for a card that matches one you are holding by either spelling it or giving a simple definition. For example, if you are holding "dear," you need "deer" to complete your pair. Say, "Joe, do you have "deer" spelled d-e-e-r?" Or, "Joe, do you have "deer" as in the animal?"

If the player you ask has the card, he must give it to you.

If you get a card from the player you ask, you get another turn. You may ask any player for the match to any card you already hold.

If the person you ask does not have the card, they say, "Go fish." You then draw the top card from the draw pile.

If you happen to draw the card you just asked for, show it to the other players and you get another turn. However, if you draw a card that's not the one you asked for, it becomes the next player's turn. You keep the drawn card.

When you collect a matching pair of homophones, immediately show it to the other players and place the pair down in front of yourself.

Winning:

There are several possible ways to end the game. Choose one.

- 1) Play until someone has no cards left in their hand.
- 2) Play until the draw pile runs out. Or,
- 3) Keep playing until all cards are matched up. When the draw pile runs out, no one says, "Go fish." If you ask someone for a card and he doesn't have it, it becomes his turn.

At the end, the winner is the player who has the most pairs.