

Rhyming Snap

Players: two to four per deck

Needed to play: 12 sets of four rhyming words, plus two wild cards (optional)

How to play: Remove the wild cards (without showing them to any players) for the first game. For younger players new to Rhyming Snap, it may be worthwhile to flip through the deck together before the start of the first game. That way, any unfamiliar words are introduced and players can have the opportunity to see the cards and say the words aloud.

Deal the deck evenly among all players: it doesn't matter if one player has an extra card. Players place their cards in a single pile face down in front of them. Play the game just as traditional Snap or Slapjack is played: players flip their cards at the same time and at the same pace. Whoever notices a rhyme match first and calls out, "Snap!" gets all cards in the other player's pile. If more than two players are in a game, the Snap player only gets the cards from the matched pile, and not from other players.

A player can only call Snap on a rhyme match if he/she has one of the rhyming cards. Other players must learn to keep quiet in order not to give away an unnoticed rhyme! If the call or snap is a tie, play continues until the next match is spotted.

Wild cards (no match): Wild cards are words that simply will not rhyme with anything: they should be carefully chosen and recognizable by players simply for their "different-ness." Words such as computer, vacuum, pomegranate or purple are good wild cards.

Wild cards (sneaky match): To test your junior players rhyming and reading skills, you can also incorporate Wild Cards that rhyme with one another, but are spelled different. These can include pairs such as treat and sheet, goal and hole, or though and doe.

A Snap on a wild card allows a player to collect the piles from all other players, and not just the person who flipped the wild card.

The game is over when one player loses all of his or her cards; alternately the game can continue until one player has taken the cards of all other players.

Sample rhymes for Rhyming Snap:

Deck One

mat hat cat rat	tall ball call hall	bed led red fed	treat wheat street sheet
near fear tear dear	hop top stop shop	slow blow glow flow	shy buy try why
green seen queen been	flew chew blew grew	late rate mate date	hail mail tale whale

Deck Two

king ring sing wing	fan man can pan	feel heel meal real	cap nap tap sap
game same tame fame	cane lane mane pane	fight right night light	bake rake make take
pet wet get met	bag rag tag wag	how now cow wow	rug mug hug bug