

Rhyme Robber

Contents:

4 rhyme robber boards, 48 rhyme cards, 1 rhyme guide board

Setting up

- Each player selects a rhyme robber board and places it on the table in front of them.
- The rhyme cards are shuffled and each player is dealt 2 cards which they hold in their hands, without showing them to the other players.
- A row of 4 cards are placed face up in the centre of the table.
- The rest of the cards are put into a pile, face down and placed next to the four face up cards.

Object

To collect the most rhyming cards.

To play

- The youngest player begins by checking whether either of the two cards in their hand rhymes with one, or more, of the four cards in the centre of the table, using the rhyme guide board to help them, if necessary. If they do, the player gathers the card in their hand with the card/s on the table that match, saying e.g. "rat rhymes with bat", and places them on top of their rhyme robber board. The player then takes a card from the top of the face down pile to make their hand back up to two cards. Play then passes to the next player.
- If a player has a card which rhymes with the top card in someone else's pile, then, when it is their turn, they can take that player's pile, placing their card on top of it, saying e.g. "cat rhymes with bat" and adding them to their own pile on their rhyme robber board. The player then takes a card from the face down pile to make their hand back up to two cards. Play then passes to the next player.
N.B. If a player has a card in their hand which matches both a face up card on the table and the top card on another players' board, they must choose whether to collect the face up card, or the other players' card/s.
- If a player has a card in their hand which matches the top card of the pile on their rhyme robber board, they may place the card on top of the pile. The player then takes a card from the top of the face down pile to make their hand back up to two cards. Play then passes to the next player.
- If a player has two cards in their hand that rhyme with each other, they may place them, along with any face up cards from the table (that also rhyme with the cards in their hand) on their rhyme robber board. If the two rhyming cards in the player's hand rhyme with the top card on another player's rhyme robber board, they may take that pile, placing their cards on top of the other player's card/s and adding them to their own pile on their rhyme robber board.
- If the player has no cards that rhyme with any of the face up cards in play, then, from their hand, they put one of their cards face up in the centre (next to the other face up cards). They then take another card from the top of the face down pile to make their hand back up to two cards.
- Play continues clockwise around the table.
- The game finishes when all the rhyme cards have been played.

The winner

The winner is the player with the most cards on their rhyme robber board, when all the rhyme cards have been played.



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