

RULES FOR PLAYING  
THE GAME OF  
**RHYMES AND CHIMES**

FOR 2, 3 OR 4 PLAYERS

IMPLEMENTS Consist of 24 cards, 12 with pictures and 12 without.

THE OBJECT of the game is to see which player can collect the most pictures and rhyme cards.

TO BEGIN. The dealer shuffles the cards and deals them all around face downwards. The players then examine their hands and see if they have any pairs. A pair consists of a picture card and the rhyme that fits it.

The player on the left hand of the dealer then presents his hand unseen to his neighbor and allows him to withdraw one card. This is matched up if possible and so on until all the cards are matched. The value of the pairs is shown on the rhyme card.

TO WIN. The player having most points wins.

SECOND METHOD

Let the dealer exhibit the picture card alone and the others guess what rhyme it represents. The guessing may be done in turn or all at once.

Count the cards in value the same as in the first game.

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