

# PAIR THREE

## Game in a Cube Version

(Updated December 11, 2020)

**PAIR THREE** is a series of simple, fast-paced word games where players connect three-letter words through certain myriad relationships. All four ways to play can be found on our website.

**Goal:** In this “Game in a Cube” version, match words on edges of cards and score points. The match is based on any valid relationship (see chart below).

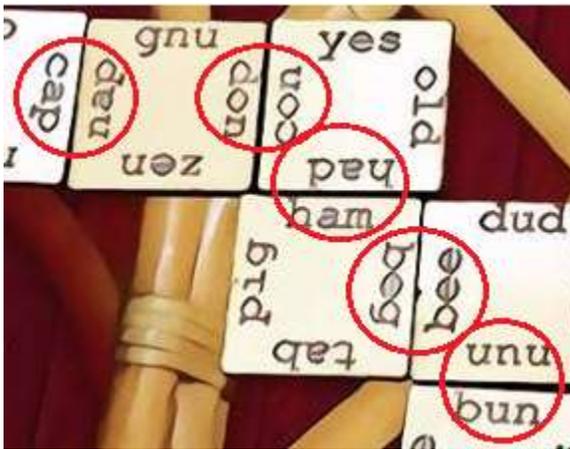
**Setup:** Shuffle the cards and give each player five initial cards. Place one random card between the players to start the game. All remaining cards are placed face down in a draw pile. Designate a scorekeeper.

**Game Play:** All players play at the same time, calling out their words and placing cards adjacently to other cards by following the matching rules below.

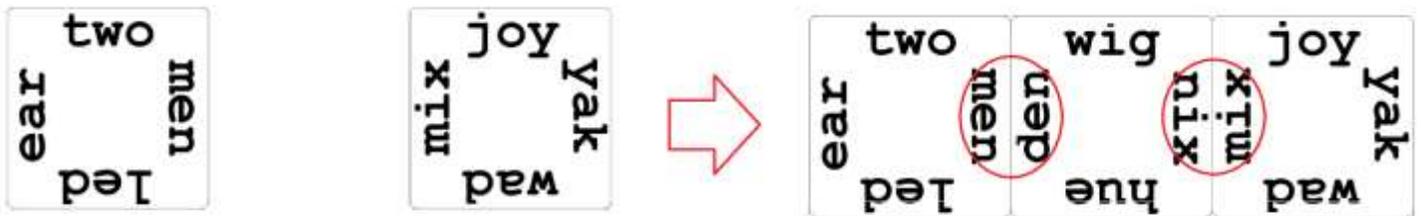
Each player must allow other players to validate the placement. Game play is paused while the scorekeeper records your score.

Once any player has placed all five cards, dispense five more cards to each player and continue playing. If less than five cards can be dispensed, give each player an equal number of cards as the final deal.

Play until no more cards can be dispensed. Maintain a score – see below. If no one can play after one minute, all players draw a single card and keep playing.



NOTE: If placing a card adjacent to or in between two or more existing cards, all facing word pairs must follow the rules.



NOTE also that there is an online document that describes all valid known connections between words.

## Stacking:

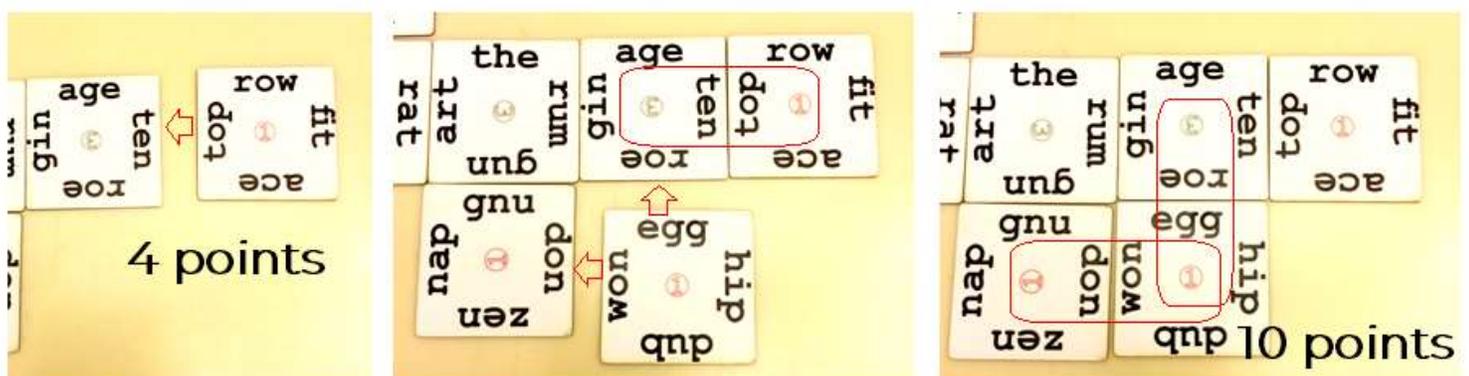
You may stack a card as long as the rules are followed. When placing a card next to a stacked card, the added word must match the adjacent word at the top of the stack.

## Scoring:

A scorekeeper will keep track of the values of the cards played by each player. Add up the points of the card played along with the connected card(s).

With one pair of words matched, just add the points of the two cards. For example, the pair of words TOP + TEN scores 4 points.

Joining two pairs doubles the score. Connecting ROE + EGG and WON + DON yields  $(3+1+1) \times 2 = 10$  points.



Three pairs connected yields a triple bonus, while filling a whole is worth ten times the total points of all four cards!

# MATCHING RULES SUMMARY

Rules 11-13 are optional – agree in advance.

1	Scrambled - All three letters are identical	<b>rat &amp; art &amp; tar, rob &amp; orb, tho &amp; hot, ant &amp; tan, tea &amp; ate &amp; eat, leg &amp; gel</b>
2	Homophones	<b>bye &amp; buy, won &amp; one, two &amp; too</b>
3	Rhyming	<b>d</b> oe & t <b>oe</b> , <b>cat</b> & b <b>at</b> , <b>top</b> & m <b>op</b>
4	Six-Letter Words	<b>carrot, menace, barred, tiered, garage, digits, cotton, pepper, teapot, camera, teacup, winnow</b>
5	Connections & Categories - Things that go together	<b>hot &amp; sun, hen &amp; egg, cap &amp; hat, arm &amp; leg, man &amp; boy, hot &amp; dry, hog &amp; pig, owl &amp; hen, bar &amp; pub</b>
6	First Names	<b>Carmen, Margot, Martin, Jayden, Connor, Carson, Ashton, Payton</b>
7	Places	<b>Dayton, Red Sea, Madrid, Warsaw</b>
8	Compound Words	<b>ice cap, gasbag, seabed, batman</b>
9	Common Phrases	<b>ask for, eat out, dog tag, bed bug, pay cut, pen pal, gym rat, dry out, why not, why now, gym bag</b>
10	Movie Names and Book Titles	<b>Ant Man, The Box, Con Air, The Ten, One Day, Ice Age, Top Gun</b>
11	1st two letters match	<b>men &amp; met, tar &amp; tan, she &amp; shy</b>
12	1st & last match	<b>tan &amp; tin, big &amp; bug, rim &amp; rum</b>
13	Mirrored letter pairs	<b>got &amp; fog, win &amp; nib</b>

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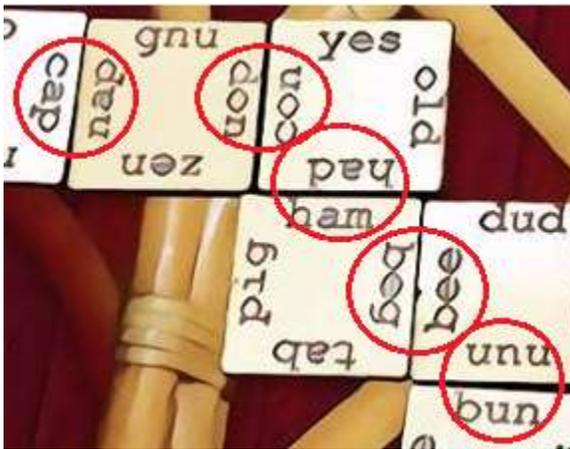
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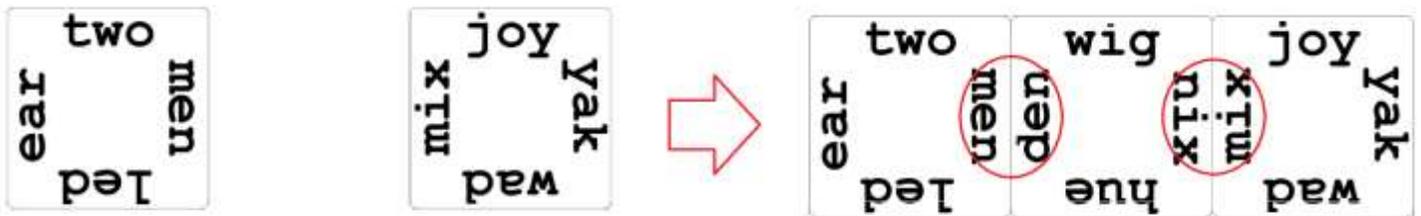
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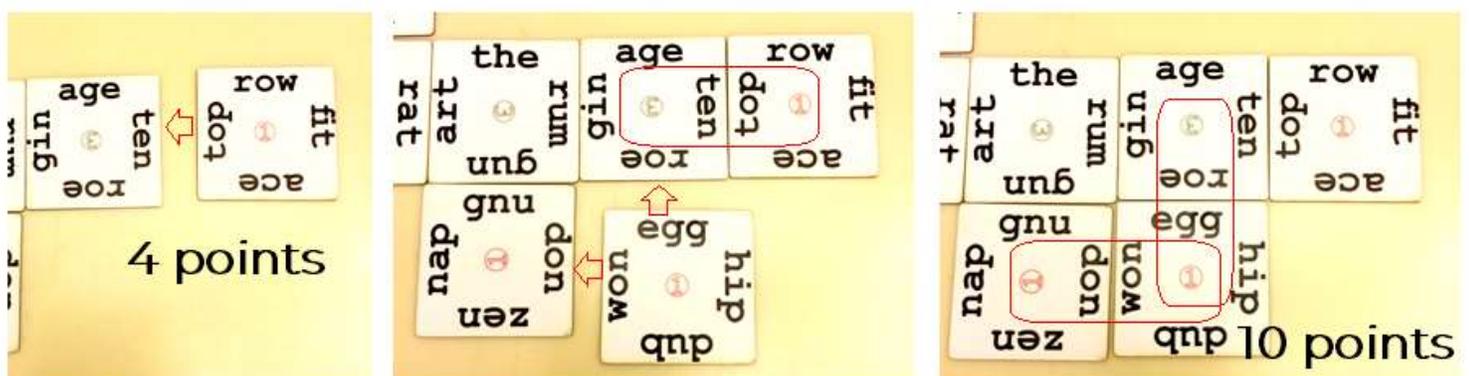
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