

PAIR THREE

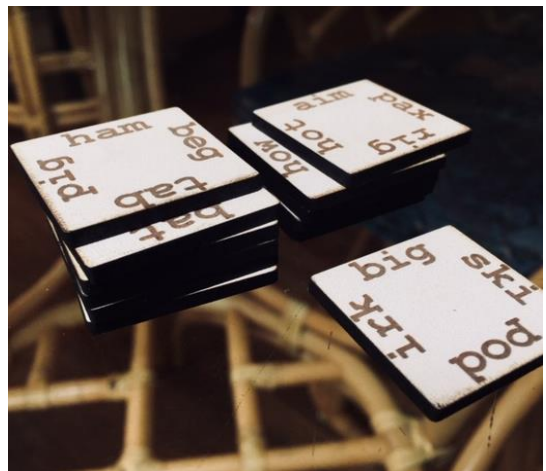
(Updated February 7, 2020)

PAIR THREE is a series of simple, fast-paced word games where players connect three-letter words through certain myriad relationships. There are four ways to play:

Crosswords



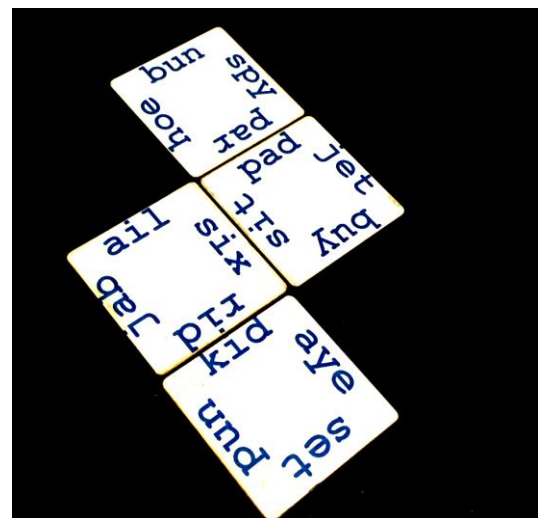
Stacks



Steal & Stack



Solitaire



Components: The game comes with 112 lasercut wooden tiles, each containing four 3-letter words.

Goal: Be the first player to discard all your tiles.

SOLITAIRE STYLE

Solo Goal: Connect ten tiles to win.

Solo Setup: Shuffle the tiles and give yourself ten tiles.

Solo Game Play: Similar to Crossword style, arrange all tiles such that words are connected.

Stacking is allowed as long as all connected words follow one of the matching rules below.

Challenge yourself with more than ten random tiles.

***Note:** This mode can be played with multiple players, each with their own set of ten random tiles – first to connect all tiles wins.*

CROSSWORD STYLE

Crossword Goal: Be the first player to deplete their tiles when no more tiles can be played.

Crossword Style Setup: Shuffle all the tiles and give each player five tiles face up. Place one random tile between the players to start the game. All remaining tiles are placed face down in a draw pile.

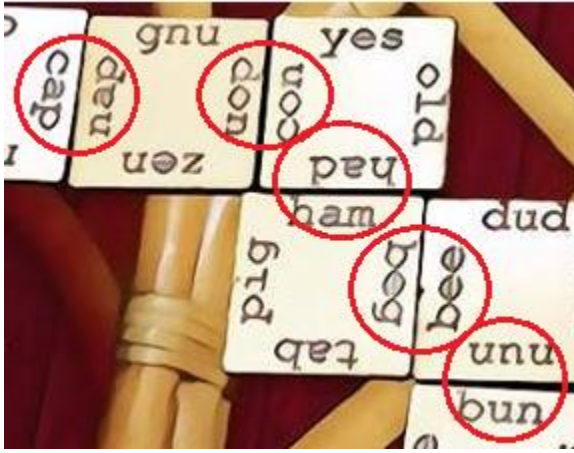
Crossword Style Game Play: All players play at the same time, calling out their words and placing tiles adjacently to other tiles by following the matching rules below.

Each player must allow other players to validate the placement.

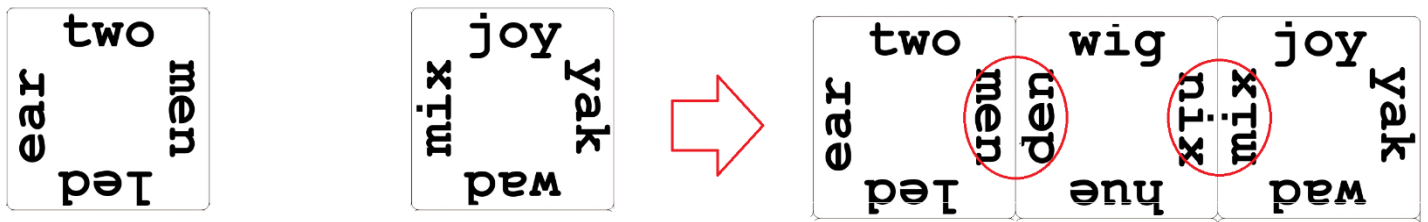
Once any player has placed all five tiles, dispense five more tiles to each player and continue playing. If less than five tiles can be dispensed, give each player an equal number of tiles as the final deal.

Play until no more tiles can be dispensed. The first person with no tiles left wins.

If no one can play after one minute, all players draw a single tile and keep playing.



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



Crossword Stacking:

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

STACKS STYLE

Stacks Goal: Be the first player to deplete their tiles.

Stacks Setup: Shuffle the tiles and place one random tile between the players as the base for an initial stack. Give each player four tiles face up.

Stacks Game Play: All players play at the same time, calling out their matching words and placing their tile on top of any target stack. Initially there will only be one stack. When any stack reaches ten tiles, split the stack into two equal piles. Now there are additional targets.

To place a tile onto a stack, one of the words on the target tile must match one of the words on the player's tile, using the matching rules below. Each player must allow other players to validate the placement.

Play until someone depletes their tiles. Play in rounds, keeping score of who wins the round. Continue with each player having four tiles.

If no one can play after 30 seconds, all players either draw a single tile or split a stack in two and keep playing.

STEAL & STACK STYLE

Steal Goal: Be the first player to deplete all their single tiles and create a single stack of tiles.

Steal Setup: Shuffle the tiles and give each player six tiles face up. Players then form a stack from any two of their tiles. Each player now has a target stack that anyone can add to. All remaining tiles are placed face down in a draw pile.

Steal Game Play: All players play at the same time, stealing unstacked tiles from other players to add to any stack of letters.

Players must call out their matches and must allow other players to validate the placement.

If no one can play after 30 seconds, all players draw a single tile and keep playing.

Play until one player has no unstacked tiles remaining. That person is deemed the winner of the round. Keep score and play in rounds to determine the overall winner.

Continue playing until one player has won ten rounds.

MATCHING RULES

Two words match as follows:

First two letters match	men and met , tar and tan
Last two letters match	doe and toe , cat and bat
First & last letters match	red and rod , soy and toy
All three letters match	rat and art , rob and orb

As well, you can make 6-letter words including names and places:

carrot, menace, barred, tiered, garage, digits, cotton, pepper, market, Carmen, Margot, Dayton, Red Sea ...

Additionally, make 300+ compound words and phrases:

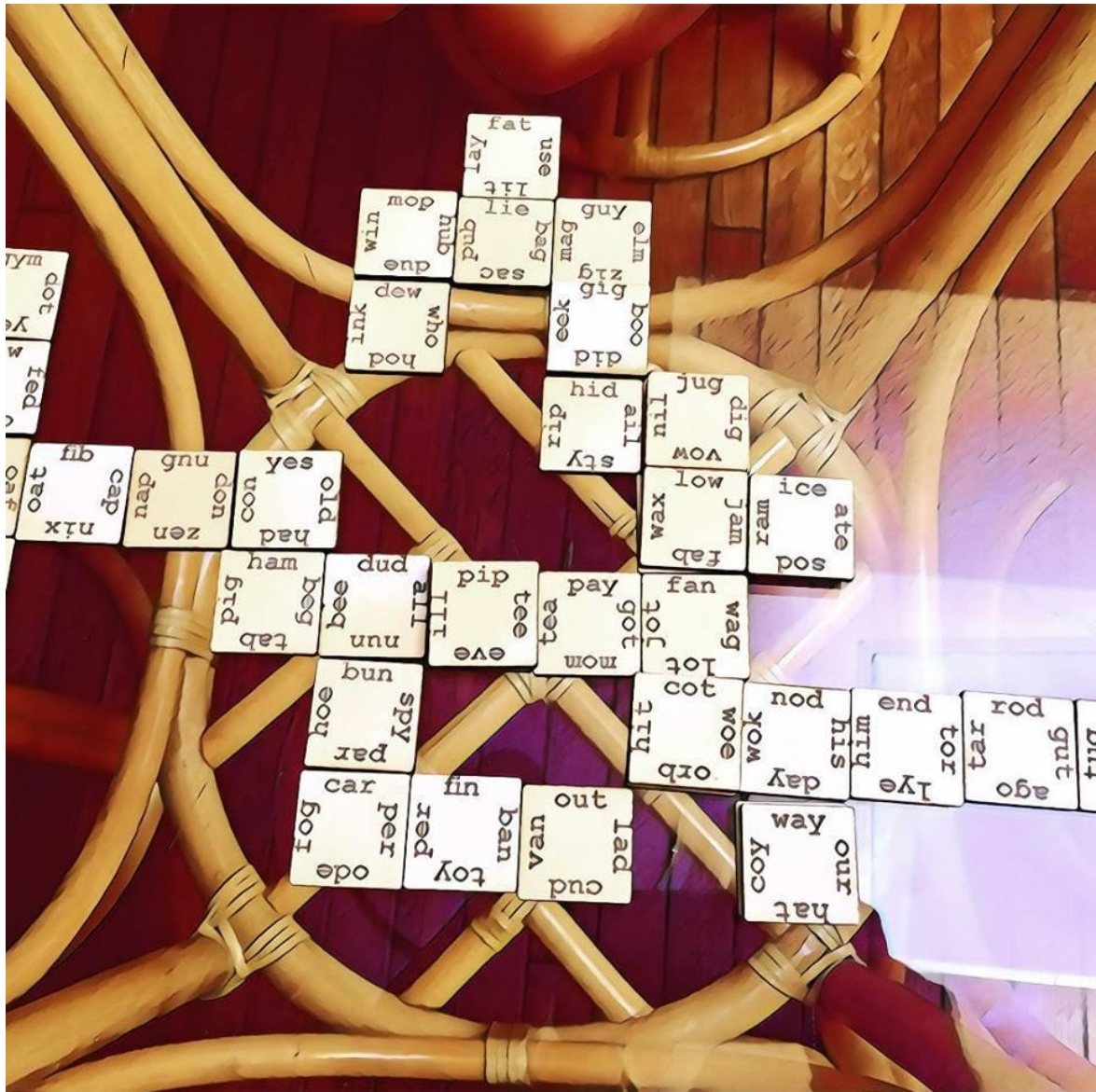
ask for, eat out, dog tag, bed bug, pay cut, pen pal, gym rat, dry out, ice cap, gasbag, seabed, batman ...

Optionally, allow:

Homophones	bye and buy , won and one
Mirrored letter pairs	got and fog , win and ink
Related connections	sun hot, hen egg, cap hat, arm leg, man boy, eat gum

NOTE: Before playing, agree upon which rules will be allowed. Print this page as a guide.

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MATCHING RULES SUMMARY

[x]	First two letters match	men & met, tar & tan
[x]	Last two letters match	doe & toe, cat & bat
[x]	First & last letters match	red & rod, soy & toy, can & tan, bug & tug
[x]	All three letters match	rat & art, rob & orb, ant & tan, tea & ate
[]	Make 6-letter words including names and places	carrot, menace, market, barred, tiered, garage, digits, cotton, pepper, Carmen, Margot, Dayton, Red Sea, Boston, Martin
[]	300+ compound words and phrases	ask for, eat out, dog tag, bed bug, pay cut, pen pal, gym rat, dry out, ice cap, gasbag, seabed, batman
[]	Homophones	bye & buy, won & one
[]	Mirrored letter pairs	got & fog, win & ink
[]	Related connections – words that go together	sun hot, hen egg, cap hat, arm leg, man boy, hot dry