

Rules for playing *Homophones*

Homophones are words that have the same sound but different meanings and different spellings. The name comes from two Greek words, *homo*, which means “the same” and *phone*, which means “sound.”

The game *Homophones* can be played in a way similar to the children’s card game “Go Fish”, or it can be played as a concentration game.

If the game is to be played like *Go Fish*, these are the rules.

Players: Two to six players; best with three to six.

Deck: One or more of the 48-card *Homophones* sets, each containing 24 homophone pairs.

Goal: To collect the most pairs of homophones.

Set-up: Five cards are dealt to each player if three to six players are involved. With only two players, seven cards are dealt to each. All remaining cards are placed face down in a Draw Pile.

Game play:

The player to the left of the dealer has the first turn. On your turn, ask a player for a card that matches one you are holding by either spelling it or giving a simple definition. For example, if you are holding “dear,” you need “deer” to complete your pair. You may say something like, “Joe, do you have “deer” spelled d-e-e-r?” or, “Mary, do you have “deer” as in the animal?”

If the player you ask has the card, he must give it to you. If you get the card you wanted, you get another turn. You may ask any player for the match to any card you already hold. If the person you ask does not have the card, he says, “Go fish.” You then draw the top card from the Draw Pile. If you happen to draw the card you just asked for, show it to the other players and you get another turn. However, if you draw a card that’s not the one you asked for, simply keep the card. It is now the next player’s turn.

When you collect a matching pair of homophones, immediately show it to the other players and place the pair down in front of yourself.

Winning:

There are several possible ways to end the game. Choose one.

- 1) Play until someone has no cards left in their hand.
- 2) Play until the Draw Pile runs out.
- 3) Keep playing until all cards are matched up. When the Draw Pile runs out, no one says, "Go fish." If you ask someone for a card and he doesn't have it, it becomes his turn.

At the end, the winner is the player who has the most pairs.

If *Homophones* is to be played as a concentration game, one or more sets are shuffled, then placed face down, on a flat surface, in neat columns and rows. The first player turns over two cards which he thinks may be a pair of homophones. If the cards are homophones, the player must describe the meaning of each of the cards. If he does this successfully, he places the cards in a pile and gets another turn.

If the two cards are not homophones, they are placed, face down, **where they were found**. The next player turns over two cards, keeps them if they are homophones, or replaces them, face down, **where they were found**, if they are not.

Play continues until all the cards have been revealed and matched. The player with the most homophone pairs wins.