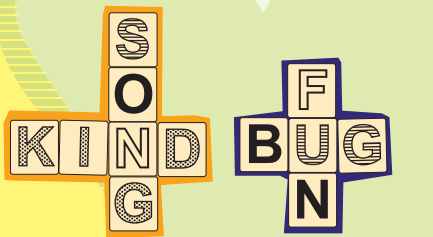


Game 1: PAIRSinPEARS

2 Ways to Play!
1. Beginner Goal:
Race to make grids of two intersecting words.

Beginner Grid Examples



2. Advanced Goal:
Race to make grids of two intersecting words in the same pattern. Each grid can use a unique pattern.

Advanced Grid Examples



**2 players:
52 tiles each.**
Winner is the first to make **4 grids** of words.

**3 players:
34 tiles each.**
Winner is the first to make **3 grids** of words.

**4 players:
26 tiles each.**
Winner is the first to make **2 grids** of words.

Step 1
Place all tiles face down. Each player takes the correct number of tiles.

Step 2
When players have their tiles, someone calls out, "GO!" Players proceed to flip their tiles over and start making grids of words with matching patterns. Words must have at least 3 letters.

To Win
When a player has reached the goal number of grids, they call out, "PEARS!" and win the game.

Game 2: PairPoints

A scoring version of PAIRSInPEARS

Goal: Compete to make grids of two connecting words and get the highest score.

Step 1
Place all tiles face down. Each player takes the correct number of tiles:

**2 players:
52 tiles each.**
Winner is the first to make **4 grids** of words.

**3 players:
34 tiles each.**
Winner is the first to make **3 grids** of words.

**4 players:
26 tiles each.**
Winner is the first to make **2 grids** of words.

Step 2
When players have their tiles, someone calls out, "GO!" Players proceed to flip their tiles over and begin making grids of words with at least 3 letters.

Rule: The letters in each word **do not** have to be in the same pattern. However, players win **double** points when the letters in a word are the same pattern.

Step 3
The first player to reach their goal number of grids shouts, "PEARS!" and is then done playing. The game continues until all players reach their goal number of grids. When the game ends, check the

spelling of each player's words and count the points. The player with the most points wins the game.

Rule: If a player has used a misspelled word, no points are awarded for that grid.

Shared letters are counted with each word.



Unmatched words
This grid scores **10 points**



Matched words
This grid scores **16 points**

Scoring

1 point for each letter of unmatched words

2 points for each letter of matched words

2 bonus points for each use of the letters: J, Q, V, X, Z

3 bonus points for words that are 5 letters or longer

5 bonus points for calling out, "PEARS!"

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2 Great GAMES + 8 Skill-Building ACTIVITIES

AGES 3+ | 1-4 Players | 104 Tiles



build words
match patterns

Great for preschoolers!

- Teach the alphabet
- Enhance spelling skills
- Foster problem solving
- Build early reading skills
- Improve critical thinking

For Pre-Readers

Activity 1: Pattern Grouping

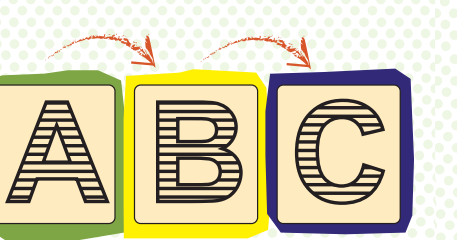
Group all tiles into 4 separate piles, by matching their patterns.



For Pre-Readers

Activity 2: Learn Your ABCs

Now, arrange each pattern pile into an alphabet string from A-Z. Remember, repetition is key to learning.



All activities can be turned into group games by adding a "race to the finish."

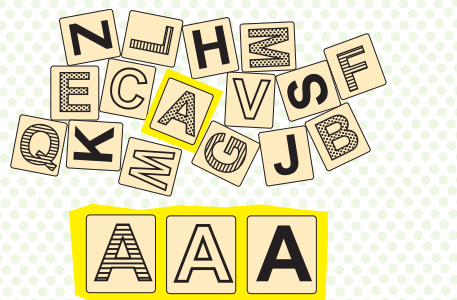
For Pre-Readers

Activity 3: Letter Hunt

Spread all tiles out face up and go on a letter hunt.

Can you find?

- All 4 A's
 - Your name
 - A striped "Q"
 - Favorite color
- The possibilities are endless!



For Pre-Readers

Activity 4: Sound It Out

Pick a letter from the pile and sound it out. What words start with that sound? How many can you name?



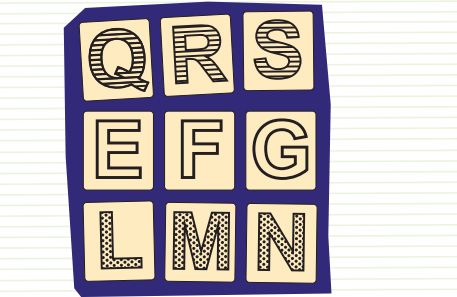
- Sand
- See
- Star
- Shoe
- sing
- Snow
- Sun
- Sting

Group Game: The first player to say a word beginning with the chosen letter collects that tile. The player with the most tiles at the end wins.

For Beginner Readers

Activity 1: Alphabetical Order

Create groups of 3 letters in alphabetical order, where the patterns in each are the same, like QRS/EFG/LMN.



Extra challenge: Choose 10 random tiles from the pile and see how quickly you can put them in alphabetical order.

For Beginner Readers

Activity 2: Word Pairs

Make a pair of the same word in 2 different patterns.

Examples:

- Food
- Animal
- School spelling words



For Beginner Readers

Activity 3: Rhyming

Make a pair of rhyming words using any of the tiles.

Now, see if you can make each word in its own pattern.



All activities can be turned into group games by adding a "race to the finish".

For Beginner Readers

Activity 4: Fill in the Blank

One player makes a word in the same pattern with a "blank" spot where one of the letters should be. The other players race to find the missing letter that completes the word.

Can you find more than one letter that works?



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