

# Rhyme Time Instructions

## Object

To be the first player to return her/his original Hat

## Contents

Game board  
34 Poem cards  
86 Rhyme cards  
4 Punch-out playing pieces  
4 Base Stands  
1 Moving Pawn  
Die  
Instructions

## Game Board Spaces

### Hat Spaces and matching Colored Space:

(Purple, Pink, Blue, Green): Located in the interior of the game board  
The Hat pieces move from one colored Hat space to a different colored hat space.

### Rhyme Space

Rhyme spaces are blue and green spaces labeled with the numbers 1 or 2.

### Poem Space

Poem spaces are located on the four corners of the game board and labeled "POEM"

### Start Space

If a player lands exactly on the "START" space, she /he loses her /his turn.

## Set-Up

Punch out Hat-shaped playing cards and place in color bases.  
Separate cards into two piles (Rhyme cards and Poem Cards), shuffle each pile and place to the side of the game board. Each player selects a Hat-shaped playing piece.

Each player places her/his Hat on the matching colored Hat space. Only one player per Hat space

Place the Moving Pawn on START

## Playing the Game

1. The youngest player goes first by rolling the die. The player moves the Moving Pawn counter-clockwise the number of spaces indicated around the outer blue trail of the game board.  
The Moving Pawn is used by all players. Each player will move the Moving Pawn on her/his turn from the ending spot of the previous player.
2. When a player lands on a RHYME space (blue or green spaces with a 1 or 2), that player chooses a Rhyme card and completes the action shown on the card.

Examples are:

Name four words that rhyme with “cat.”

Replace the underlined words with a new rhyming phrase: One fish, Two fish, Red fish, Blue fish.

If the player completes the action correctly she/he moves her/his hat (not the Moving Pawn) the number of spaces shown on the board and places the Rhyme card at the bottom of the card pile.

If the player answers incorrectly, she/he does not move and her/his turn is over.

3. If a player lands on a POEM space, she/he chooses a POEM card and completes the action on the card.

Example: Make up a four-line poem about the sea.

If the player completes the action correctly, she/he moves her/his Hat (not the Moving pawn) 3 spaces and places the Poem card at the bottom of the card pile.

If the player answers incorrectly, she/he does not move and her/his turn is over.

4. Once a player reaches a colored hat space, she/he reverses direction and begins moving back to her/his original hat space to finish the game.

## Winning the Game

The first person to move her/his Hat across the board to a colored Hat space and back to her/his original Hat space, by creating poems and rhyme words, wins the game.