

How to Play PAIRS:

Pairs is a simple pub game for 2-8 players. The object is to *avoid* getting points. In the basic game, there is no winner, just one loser. Visit playpairs.com to learn more.

Structure: The game is played in a series of *rounds*. Each round ends when a player goes out, either by *folding* or by catching a *pair*. That player scores points. The game ends when one player reaches the target score, (listed in the table below). That player *loses the game*.

To Start: Shuffle the deck and discard five cards face down. You will reshuffle and discard five cards each time the deck runs out.

Each Round: Deal one card, face up, to each player. The lowest card will take the first turn, and play proceeds to the left. (*If there is a tie for lowest card, deal more cards to the tied players, until the tie is broken. If anyone gets a pair during tie breaking, discard and replace the paired card.*)

Each Turn: You may either *draw a card* or *fold*.

Drawing: Take another card face up. If you make a pair with any two cards, you lose the round and keep one of those cards for points. For example, if you catch a pair of 5's, you keep one 5. (*Set it aside in a score pile.*)

Folding: If you fold, you also lose the round, but you take the *lowest card in play* (from any player). This is often preferable to catching a big pair.

The loser is the first player to reach the target score:

2P: 31 • 3P: 21 • 4P: 16 • 5P: 13 • 6+P: 11