## rule pairs

## pairs

The object of the game is to win the most pairs (a pair = 2 identical cards).

The cards are shuffled and without being seen are laid face down on the table. A randomly chosen player starts; the others follow playing clockwise.

In turn, each player turns over two cards. If a player turns over two identical cards then they keep them and continue by turning over two more. If they turn over two different cards then they are replaced, face-down, and then it's the next players turn. The game continues in this way until all the cards on the table have been taken. The player with the most pairs wins.

