



# PLUCKIN' PAIRS™

Predict the Most Popular Pairings!

## Components

- 150 picture cards
- 150 DRAW | DISCARD card
- scoring | answer pad
- pencils
- 90 second timer

## Setup

Place deck of cards off to one side. Give each player an answer sheet and pencil.

## Overview

There are six rounds. In each round you will lay out eleven PICTURE CARDS and players will attempt to pair them up based on themes or relationships or other connections they make.

*While it's fun to explain the reason you paired two items, it's not required nor does it have to make sense. Your connections can be straightforward, funny, or just plain weird! Just have fun with it!*

## Play

To begin each round, deal out 11 cards to the table so that eleven random images are shown face up.

As soon as all 11 of the cards are revealed, flip the timer! Players now have 90 seconds to secretly pair them up on their score sheets. Only pairs written down before the time is up will count for scoring! You may put the 11th, unpaired image into the *Bad Apple* slot, this will not score.

Once everyone has finished, pick a player to announce their pairs. When a pair is revealed, that player raises his hand. EVERYONE else who has that same pair raises their hand. EVERYONE with a hand raised scores 1 point per hand raised and writes that score underneath that pair on their sheet.

However, **if everyone raised their hand**, the score is zero for that pair. **If no one matches an announced pair**, it scores zero. The starting player continues to read off their list of pairs until they are finished. Continue clockwise around the table with each player announcing their remaining unscored pairs.

To play the next round, flip the 11 cards over. Once you have used both sides of the cards, discard them and draw 11 new ones.

## Game End

The game ends at the end of the sixth round. Total your scores for the six rounds. Highest score wins!

## ADJUSTABLE PAIR PLUCKIN'

For a longer or shorter game you may decide in the beginning to play more or less rounds.

## BAD APPLES

You may opt to score the leftover image in the *Bad Apple* slot. If you do so, it's worth twice (2X) the number of raised hands!

**Designer** – Stephen Glenn  
**Editor** – Frank DiLorenzo  
**Title** – Frankie DiLorenzo  
**Illustrations** – Scott Fleenor  
**Graphic Design** – Jenn Vargas

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