

Domi-nyms

A game for two to three players.

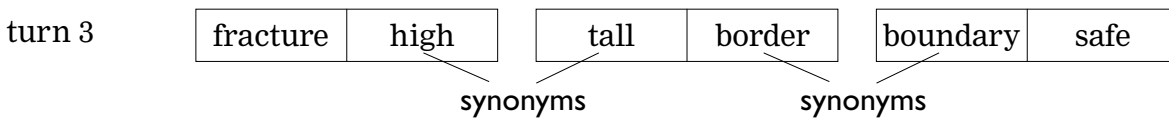
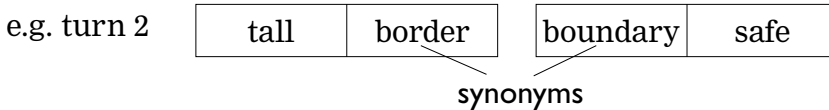
Cut out the 'domi-nym' tiles on the next page. Place them face down on a table and mix them up.

For every word on the domi-nyms there is a synonym (a word with a very similar meaning) on one of the other tiles. The object of the game is to match the pairs of synonyms until all your tiles are used up.

To decide playing order each player turns over one tile. The player with the word **nearest the beginning of the alphabet** goes first.

The players now split the tiles equally between them and look at the tiles without the others seeing them. (If you fold them slightly in the middle they will stand up.)

If you go first you can put down any domi-nym you like. The second and third players try to place a tile with a synonym on either end of the chain.



If you have no synonym, you say 'pass' and miss a turn. ***The first player with no tiles left is the winner.***

If you think one of the other players may have put down a tile which is not a proper synonym you should challenge it, and look *both* the words up in the dictionary. One of the definitions must have the other word in it.

e.g. **border** *noun*
1 **boundary** of a country..

The dictionary is the referee and you can't argue with it!

Note: to save space you can join the tiles like this:

