

PAPER CAPER

STEPHEN SNIDERMAN
Youngstown, Ohio

The object of this game is to find more sets of rhyming words on a particular page than your opponents. To start the game, each player is given a magazine or book, which s/he should open to any page s/he wishes. Players are then given a specified amount of time (three minutes seems reasonable) to find and write down sets of rhyming words on the page in front of them. To qualify as a rhyme, two words must have the same number of syllables, must be accented on the same syllable, must have different sounds at the beginning of the accented syllable, and must share identical sounds from the middle of the accented syllable to the end of the word. (By these criteria, CONFLATION and INFLATION do not rhyme.)

After the time has expired, players pass their magazines or books clockwise to the next player. Everyone now has three minutes (or whatever) to find and write down sets of rhyming words from the same page as the previous player. After everyone has had a chance to find rhyming words in each magazine or book, players read from their lists to determine their scores.

A set of rhymes is worth the number of syllables in a set multiplied by the number of players who did **not** find any of the words in that set. For example, if you found SENSATION, VIBRATION and CREATION, and six people found none of these, you would score $9 \times 6 = 54$. If all players find one or more of the words in a set, no player scores for that set. The player with the most points wins the game.