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Scrambled Pairs

Estimated play time: Approximately 15 minutes
Number of players: Unlimited
Supplies needed: Scoring board/pad; noisemakers
Suitable for visually impaired players.

Overview:

Rearrange the letters of the words in each question to reveal two words that are often paired together, such as *LOCK & KEY* or *DOG & CAT*.

Instructions:

1. This game can be played by individuals or in teams.
2. On a white board or large pad of paper, write the first clue so all players can see it. For example: given the clue *KLCO & EYK*, the correct answer is *LOCK & KEY*.
3. Discussion is permitted among teammates. Prior to the start of the game, a method to signal when a player/team is ready to answer must be determined. Ringing bells and New Year's blowers are just two inexpensive noisemakers. Raised hands work, but the host must be vigilant to watch for whose hand went up first. The host always has the final say in any disputes.
4. After a player/team is recognized as the first to signal, they may give an answer. If either (or both) of the words they give is incorrect, the other players may 'buzz' in.
5. If the players can't come up with the correct answer, give them the hint we've provided, the first letter of each word in the answer.
6. Score 10 points for each correct pair of answers.

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Rearrange the letters of the words in each question to reveal two words that are often paired together.

1. ITH & URN
2. HOJN & OOKY
3. SCIP & NAPS
4. SKIS & LELT
5. AWL & REDOR
6. SHIF & SPICH
7. GHIH & OWL
8. BLAL & INCHA
9. SEPA & STORCAR
10. KINS & SNOBE
11. LIO & GIVRANE
12. STUN & SLOTB
13. PONE & HUTS
14. LUFFF & FLDO

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ANSWERS

1. HIT & RUN
2. JOHN & YOKO
3. SPIC & SPAN
4. KISS & TELL
5. LAW & ORDER
6. FISH & CHIPS
7. HIGH & LOW
8. BALL & CHAIN
9. PEAS & CARROTS
10. SKIN & BONES
11. OIL & VINEGAR
12. NUTS & BOLTS
13. OPEN & SHUT
14. FLUFF & FOLD

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