

4/5/26

Prime Time Rhyme

Estimated play time: Approximately 15 minutes
Number of players: Unlimited
Supplies needed: Scoring board/pad; noisemakers

Overview:

There are three answers for each question, and they all rhyme.

Instructions:

1. This game can be played by individuals or in teams.
2. Read the first three definitions. Discussion is permitted among teammates. Prior to the start of the game, a method to signal when a 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.
3. After a player/team is recognized as the first to signal, they may give an answer. If the first answer is incorrect, the other teams may 'buzz' in and answer.
4. Scoring: Give 10 points for each correct answer.

4/5/26

Prime Time Rhyme

Instructions: There are three answers for each question and they all rhyme.

QUESTIONS

1. Obnoxious person; A smug smile; A paper pusher
2. Pass out; A person who has been canonized; Gripe or Grievance
3. Opted for; Black birds; Uses a needle and thread
4. Neutered a female dog; Soft, brushed leather; Compensated or reimbursed
5. The opposite of smiled; Killed by water; Basset or Blood
6. A dog's nemesis; Your largest joint; Concur
7. Spotless; Freddy Mercury's rock band; Unkind or nasty
8. Tined cutlery; Baby-bringer of legend; Bottle stopper
9. Flaxen hair; Magic stick; Large leaf
10. A sudden violent wind; To lug or transport heavy items; Retrieve a memory

4/5/26

Prime Time Rhyme

ANSWERS

1. Jerk; Smirk; Clerk
2. Faint; Saint; Complaint
3. Chose; Crows; Sews
4. Spayed; Suede; Paid
5. Frowned; Drowned; Hound
6. Knee; Flea, Agree
7. Clean; Queen; Mean
8. Fork; Stork; Cork
9. Blonde; Wand; Frond
10. Squall; Haul; Recall