



Instructions for using "Pairs" quiz scoring method

Set out the 24 tiles in four rows of six as above. Randomly hide one animal under each tile. As each side answers questions correctly, they choose a pair of tiles. If they choose a pair, they choose again until they fail to get a pair. The tiles are replaced over the animals if a pair is not chosen. The chosen pairs are removed and put up on the side of the team that chose them. The winning team is the team with the most pairs at the end of the game. To make it much harder, the tiles can be replaced even after removing the pair of animals.