

Go Fish

A game of skill and luck for at least two players

Object of the game: Each player tries to get rid of all her cards

Deal: One player deals out all the cards. Along with dealing a hand for each player, the dealer also deals a spare hand. For example if there are four players, five hands are dealt. The spare hand is placed face down in the center of the table. This is the “fish pile.”

Organizing your “hand”: Each player looks at her cards and sorts them into groups with the same rank (the same number or picture). Players must not let anyone see any of their cards! Each player should take her time and figure out how to hold her group of cards (called a “hand”).

Starting to play: When all players are ready, the person to the dealer’s left asks any player, by name, for a particular card (eg 7 of spades). She must already hold at least one card of the same rank (eg 7 of hearts). If the person who is asked for the card has it, he must give it to the person who asked. The player who made this request has now earned a chance to ask any player for another card, provided she has at least one card of this rank, too.

Fishing: A player can go on asking for cards until she asks someone for a card that he does not have. The person who does not have the card then tells the asking player to “Go Fish.” The “fishing” player must then take one card from the top of the fish pile. The player who told her to “Go Fish” then takes over asking for cards.

Getting rid of cards: Once a player collects all four cards in a group (eg all four sevens, or all four jacks), she puts them into a pile face down in front of her.

End: The winner is the first player to have no cards other than his completed groups. If two players finish at the same time, the one with the most completed groups of four cards is the winner.

Adapted from The Little Giant Encyclopedia of Card Games (Sterling, 1995)