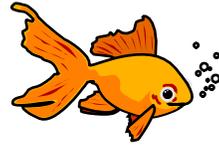


Go Fish Rules

2-4 players



Materials: One deck of *Go Fish* cards, or any deck of cards that consists of identical pairs

Objective: To be the player with the most cards at the end of the game.

To play:

1. Players decide who is dealer. The dealer shuffles and deals the cards. If there are two players, each player gets 7 cards. If there are 3 or 4 players, each player gets 5 cards. The dealer places the rest of the cards face down in the middle. This is the FISH POND.
2. Players look at their cards, and place pairs of matching cards face up next to them. Only two cards can be in a pair.
3. Players decide who goes first.
4. Players take turns asking one player for a card that matches one they hold. Players cannot ask for a card if they do not hold a matching card.
5. **If the player does not have the card asked for:** That player says, "Go fish." The player who asked takes any card from the FISH POND. If that card matches, the player places the pair with the other pairs.
6. **If the player who is asked has the card:** They must give it to the player who asked them for it. The player who asked for the card must place his or her pair face up next to them. These cards can no longer be used for play. This player then gets another turn until they are told to "Go fish."
7. Players take turns asking for cards. When the cards from the FISH POND are gone, play continues, but players do not draw a new card after each turn.
8. The game ends when one player runs out of cards. The player with the most pairs of cards wins the game.

