

One Fish Two Fish™ Game Instructions

OBJECT

To form the most matches.

COMPONENTS

- Card Deck
- Instructions

SET UP

1. Shuffle the cards and deal five cards to each player, face down.
2. Spread out the rest of the deck, face down, on the table. (the pond)

PLAYING THE GAME

The youngest player goes first. On each turn, a player (Player 1) asks any other player for a number or color s/he needs to match one card in his hand (players may not ask for a number and a color at the same time). Players may only ask for numbers or colors that they already hold in their hands. When a player is asked for a color, s/he only has to give one card of that color, even if he holds more than one (if a player is asked for a number and holds more than one of that number, he must give up all of these cards).

For example, Player 1 might ask, "Ted, do you have a blue fish?"

Or, Player 1 might ask, "Audrey, do you have a two fish?"

If Ted holds one or more blue fish, s/he must give one of them to

Player 1. If Player 1 asked Audrey, she/he must give Player 1 all the two fish in her/his hand. Remember: When asking for a number all of the cards of that number are released.

If a player does not hold that number or color, he says, "One fish, two fish, red fish, go fish!" Player 1 then picks one card from the cards that are face down on the table and adds it to his/her hand.

If this card picked is the card requested then Player 1 makes a match and gets another turn. If the card is not the card asked for then the card just goes into Player 1's hand and play continues.

RECEIVING CARDS

When Player 1 receives one or more cards that s/he asked for (either from another player or from the face-down cards), he must play at least one of them, along with a matching card from her/his hand.

Player 1 shows the pair of cards to all players, then stacks them face down on the table in front of him. Every time that a player receives the cards that he asked for, s/he takes another turn.

When Player 1 picks a card that he did not ask for but can still form a match, s/he may, at his option, lay down the match. Player 1 does not take another turn. Play passes to the player on Player 1's left.

The Fish with a star

This card is a wild card. Players make a match with the Star fish by receiving the card which they requested (from another player or the pond). For example, Player 1 uses his Star fish to ask for a three fish, and picks up a two fish - this is not a match. S/he must find a three fish. On her/his next turn Player 1 can go fishing for a match with any card in the deck - not just the three fish, but he still must match a specific requested card.

RUNNING OUT OF CARDS

When players make a match using the last card from their hands, they pick five new cards from the face-down cards and play continues.

ENDING THE GAME

When a player picks the last face down card, players may only make matches by receiving cards from other players' hands.

When no player holds any more cards, or no more matches can be made, the game is over.

SCORING/WINNING THE GAME

Players count the number of cards stacked up in front of them. The player with the most cards wins.

EDUCATIONAL NOTES

One fish two fish red fish go fish! is a simple card game designed for parents and children to play together. The use of colors and numbers makes this game easier for young players than the original game of Go Fish!, yet adds an element of strategy that makes the game more interesting for adults. Each card has descriptive words in addition to pictures to reinforce early reading skills.