

Object:

Make the most matching card sets.

Set Up:

Shuffle and deal six cards to everybody. Place the remaining cards in the center of the table to form the draw pile.

Play:

- If you're left of the dealer, you play first.
- If you have a set of four matching cards, you may lay it down nearby.
- If you need other cards to complete a set, you
 may ask another player for the specific cards.
 For example, if you have two greens, you may
 ask a particular player for all of his/her greens.
- That player must then give you what you've asked for.

- If you receive the cards you asked for, you may either lay down a set or continue to play by asking another player for cards. As long as you get the cards you ask for, you may keep going.
- If the player you asked doesn't have the cards you requested, he should tell you to "Go Fish!"
- If you're told to "Go Fish," draw a card from the draw pile. If it turns out to be the kind you asked for, show it to everyone and add it to your hand and continue to play by asking another player for specific cards.
- If you draw a card that you didn't ask for, keep it, and your turn is over.
- Players take turns and play continues until one player's hand is gone, or when the draw pile is exhausted.

Winning:

When all of the cards in the draw pile are gone, the game is over. If you're the player who has collected the most sets of cards, you win!



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