

Go Fish

2-6 players

52 cards

Difficulty: Easy

Duration: Short

Collect the most books (sets of four matching cards).

SETUP

- Deal 7 cards each for 2-3 players, or 5 cards each for 4+ players.
- Place remaining cards face-down as the draw pile.

SCORING

- Each completed book of four cards counts as one point.
- Player with the most books when all 13 are collected wins.

Tip: Remember which cards opponents ask for to make smarter requests.

ON YOUR TURN

- Ask any opponent for a specific rank you hold.
- If they have it, they give all of that rank to you and you go again.
- If not, they say 'Go Fish' and you draw from the pile.
- Lay down completed books of four matching cards.

Go Fish is a classic card game enjoyed by players of all ages. The game is simple to learn and offers plenty of excitement as players try to collect sets of matching cards.

Objective

The goal in Go Fish is to collect sets of four matching cards, called "books." Players ask opponents for specific cards to help them complete their sets. The player with the most books at the end of the game wins!

Setup

1. **Players:** Go Fish can be played with 2 or more players.
2. **Deck:** Use a standard 52-card deck.
3. **Dealing:** Deal 7 cards to each player if there are 2 or 3 players. Deal 5 cards to each player if there are 4 or more players.

Gameplay

1. **Starting the Game:** The player to the left of the dealer goes first. Turns proceed clockwise around the table.
2. **Asking for Cards:** On your turn, ask any opponent if they have a specific rank of card (e.g., "Do you have any 4s?"). If the opponent has the requested card(s), they must give them to you. If not, they say "Go Fish," and you draw a card from the deck.
3. **Building Books:** If you receive one or more cards from an opponent, you get another turn to ask for cards. When you collect four cards of the same rank, you have a "book" and set them aside.
4. **Go Fish:** If you draw a card from the deck and it matches a rank you asked for, you get another turn. If you draw a card that doesn't match, your turn ends, and play passes to the next player.
5. **Winning the Game:** The game ends when all 13 sets of four cards (books) have been collected. The player with the most books wins!

Tips for Beginners

- Pay attention to the cards your opponents are asking for.
- Try to remember which cards have been shown to you to make better guesses.
- Be strategic about which cards you ask for to increase your chances of completing books.

Variations

Experiment with variations like "No Peeking" (players cannot look at their cards until it's their turn) or "Point Go Fish" (players earn points for completed books).

Tips & Strategy

Remember the cards that opponents ask for and use that information to make informed requests. Aim to complete as many books (sets of four) as possible.

Go Fish is a game of memory and observation. Pay attention to the cards asked for and adapt your strategy based on the responses of opponents.