## CO FISY-GAME RULES

Number of Players: 2 - 6

**Object of the Game:** To make the most "books" of four cards. This deck containers 52 with 13 different images (4 cards of each image and number). A book is a set of four cards with the same number and image.

**How to Play:** Chose a dealer. The dealer shuffles the cards and deals each player 5 cards to hold in their hands. The remainder of the cards are placed face down in the center of the table. This stack of cards is now called the "Fishing Hole".

The player to the left of the dealer goes first. The player will look at his or her cards and then ask another player, by name, for all of their cards of a particular number. The asking player must have at least one of this card in their hand. Example: If you have a "7" in your hand it is okay to ask another player for any of their number "7" cards. The asked player must give the asking player all of the matching cards they have. Your turn continues as long you get the cards you requested. If the player you asked does not have any of the cards you asked for, they will say "GO FISH". You must then draw from the "Fishing Hole". After drawing from the "Fishing Hole" your turn is complete and the person to your left begins their turn.

When a player collects four matching cards, the cards are shown to the other players and laid face down in front of them. This is one "Book". If a player runs out of cards during the game, the player can draw one card from the "Fishing Hole". The game is over when the last card from the "Fishing Hole" is taken. Players count the number of "Books" they have. The player with the most "Books" wins

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