



# GO FISH

**Players: 2-6**

**Ages: 4-8**

**Place: Table or other flat surface**

**Equipment: 2 decks of VoWac Alphabet Playing Cards**

This game can be modified for little children and require them to collect a *pair* of letter/catch phrase cards, rather than four-card books. A *book* is all four cards - two with the same letter and two more with that letter's catch phrase.

Everyone picks a card, and the one who draws the "a" card or closest to it, deals. If there are two or three players in the game, each player gets seven cards, facedown. If there are four or more players, each gets five cards. The remaining cards are spread out facedown in haphazard fashion in the middle of the table - this is the fishing pond. Each player then arranges her hand so that the same letter and sayings are together.

The player to the dealer's left starts by asking any other player for the cards she needs to fill out a group of four. For example, if she has the letter "c" and the saying "candle on a cake", she may ask another player if he has any "C's". And if he does, he has to turn them over. She can then go again, asking that same player, or any other player, for other cards. If he doesn't have the cards, however, he cries out, "Go Fish!" With that, the first player selects a card from the fishing pond and adds it to her hand. Her turn is now over, and the next player to her left goes.

Picking from the pond can be good or bad. It's good if a player is lucky enough to get something he needs to help fill out a group of four. It's bad if it just adds another useless card to his hand.

Throughout the game, players should pay attention to what the other players are asking for. A player who is looking for a "c", for example, should ask the player who asked someone else for a "c" earlier in the game. Of course, it's important to keep in mind that someone could have added a valuable card to his hand when he fished in the pond. A player's hand changes every time he picks up a card from the center.

When a player collects four matching cards, she lays them, face-up, on the table, in front of her. The winner is the first player to get rid of all her cards.