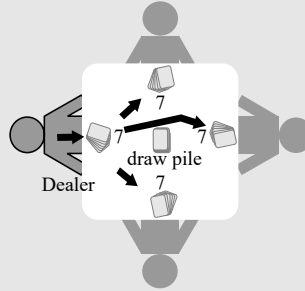








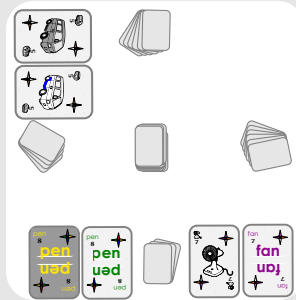
How to Play

Go Fish Ages 5+, 2-7 players

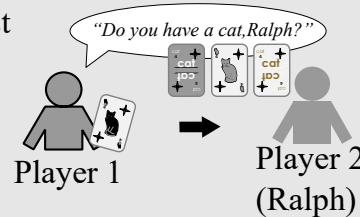
1. The Dealer deals 7 cards face-down to each player (5 cards each if playing with 6 or 7 players). The remaining cards form the draw pile, and are placed face-down in a stack in the middle of the playing area.





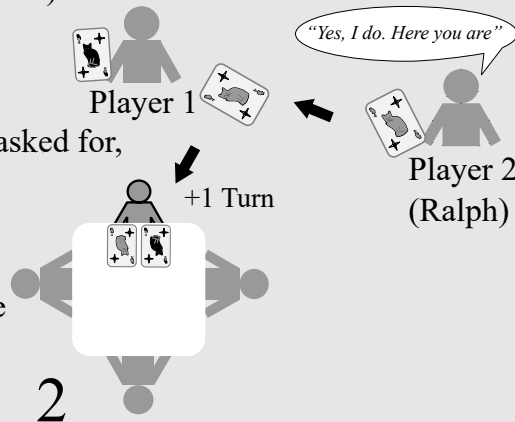
2. Players look at their cards. Any pairs in each player's starting hand are placed on the table face up in front of each player. A pair could be 2 picture cards,  +  2 written form cards,  +  or 1 of each.  + 



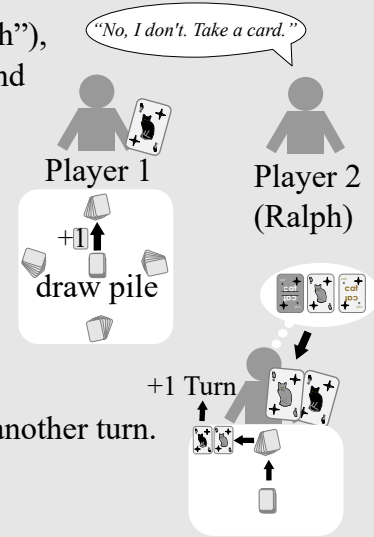
3. Player 1 (Player to the left of the dealer) goes first by trying to make a pair by combining one of their remaining cards with one from another's player's remaining cards. Player 1 asks any other player by name: "Do you have a (cat), (player's name)?"



If Player 2 has the card that was asked for, either a cat picture card  or a cat written-word card,  then Player 2 gives it to player 1, Player 1 puts the pair on the table face up in front of him/her, and may play another turn.



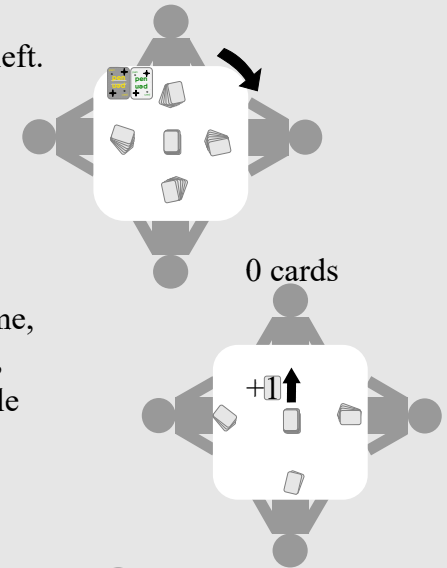
If Player 2 does not have the card in question, Player 2 says "No, I don't. Take a card." (or "Go fish"), and Player 1 must take 1 card from the draw pile, and add it to the cards in Player 1's hand.



If the card that was asked for is drawn, then that pair is laid down, and Player 1 may play another turn.

If any other pair-forming card is drawn, that pair is laid down, Player 1's turn is finished, and play continues to the next player to the left.

Similarly, if no pair-forming card is drawn, play continues to the next player to the left.



3. When a player runs out of cards at any time, if there are cards remaining in the draw pile, the player may take 1 card from the draw pile and continue playing.

4. Play continues to the left (clockwise) until all cards are played. The player with the most pairs wins.

