01252 **BRIARPATCH.**

ALPHABET GO FISH
Card Game
Instructions

**Ages 3 and Up
2 to 6 Players**

CONTENTS
52 Letter/Animal Cards

OBJECT OF THE GAME
Be the player to collect the most sets of paired letter/animal cards.

SETTING UP THE GAME
One player shuffles the cards and deals 7 cards (or 5 cards if more than 4 players) face down to each player. The remaining cards are spread out all over the table face down to create the fishing "pond." Players hold their cards so they can see them, but no one else can. Before starting the game, all players put any pairs of letter/animal cards they have in their hand down face up in front of them.

PLAYING THE GAME
The youngest player goes first by asking one of their opponents if they have a specific card (either naming the letter or picture on the card). The card requested should be one the player has in his/her hand. For example, the first player might ask an opponent if he/she has an

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For a FISH. If the opponent has the card, they must give it to the player. The first player lays the matching pair face up on the table in front of him/her. The first player can continue asking for cards from any opponent until he/she does not get the card asked for. If the opponent does not have the requested card in his/her hand, he/she says, "Go Fish!" and the first player selects any card from the "pond." If the drawn card is the card he/she wanted, he/she must show it to all players, then place the matched pair face up in front of him/her, and can go again. If it is not the card asked for, the first player's turn is over and play continues to the left in the same manner.

If a player runs out of cards, they pick up five from the "pond" to continue playing.

WINNING THE GAME

The game is over when all the cards are gone and in pairs face up on the table. All players count the pairs in front of them. The player that has the most sets of paired letter/animal cards wins.