

GONE FISHING

The object of the game is to earn the most points by reeling in the most fish.

Supplies

A standard deck of cards (jokers removed)

Gone fishing board (optional)

The game play

Fish Cards				Line Cards
Card	Fish	Depth	Point Value	All number cards are line cards. The number on the card represents the meters of line that card can reel in.
A	Marlin	30m	7	
K	Sword Fish	25m	5	
Q	Sail Fish	20m	3	
J	Tuna	15m	1	

The game starts with the deck being shuffled. Then all players cut the deck the person with the lowest number is the dealer. The dealer deals to each player 5 cards then it is the person to the dealers left turn to go.

Hooking a fish- A player has two possible fishing lines. A player needs to play a fish card before they can start playing line cards. Once a fish card is played the player can start reeling in the fish from that depth. If you are playing with a game board you can mark your starting point on the board.

Reeling in a fish- Once a fish is hooked on their next turn a player can start reeling in the fish by playing a line card and subtracting that number from the depth of their fish. In order to reel in the fish the player must get the number down to exactly zero. As there are not any line cards worth 1m if a player gets down to 1m the fish gets away and the player returns the fish and line cards to the discard pile.

If a player can not play a card due to either not having a fish card to start a line or not having a line card to play they play one of their cards in the discard pile and pick up a card as their turn. Once a player has fully reeled in a fish they take the line cards they used and place them in the discard pile and put the fish card to the side to count their points.

If all the cards from the pile have been taken then the discard pile is shuffled and flipped over for players to continue to play. The game is over when all fish cards have been played. Once the game is over any fish that have not yet been reeled in are not counted towards a players points.