

Geh' Fischen!

A game for the whole family

Players:	2 - 6 people
Age:	4+ years
Game duration:	approx. 10 - 20 minutes
Game material:	52 playing cards 1 game manual

Game instructions

You can find a free online version of Geh' Fischen (single and multiplayer) on our website. Just go to www.perdix-spiele.de/geh-fischen or scan the QR code with your smartphone.

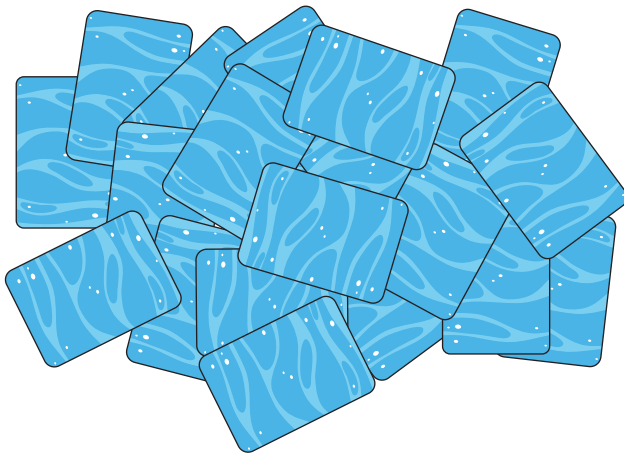


Game idea

Geh' Fischen is a popular classic game in the English-speaking world, where it is known as "Go Fish". The players try to collect groups of four sea creatures of the same kind. The player who collects the most groups of sea creatures at the end wins the game.

Preparation

Before starting the game, all cards are placed face down in the center of the table and shuffled wildly. They form the ocean. Each player then takes 5 cards from the ocean in their hand. In a two-player game they take 7 cards instead.



The "Ocean" forms the draw pile for the game.

Gameplay

The game is played clockwise, with the youngest player starting. The player who takes turn asks a fellow player of their choice if they have a certain sea creature in their hand. However, you can only ask for sea creatures that you already have in your hand. For example, if Anna has at least one shark in her hand, she can ask Tobi *"Tobi, do you have a shark in your hand?"*. If Tobi does indeed have a shark, he must now give Anna **all** the shark cards in his hand and it is the next player's turn. If he doesn't have a shark, he says *"Go fish!"* and Anna has to draw a card from the ocean instead.

If the card drawn is the desired ocean animal (a shark), she shows the card to the other players and gets another turn. Otherwise, it is the next player's turn. If a player has collected four of the same cards in his hand, he has a group and immediately places them face up in front of him. If a player has no more cards in his hand, he immediately takes a card from the ocean, even if it is not his turn. If he cannot take a card because there is no card left in the ocean, he is excluded from the rest of the game. He keeps his already discarded groups and can still win the game.

The game ends when all cards have been discarded. The player who has the most groups in front of them wins the game. If there is a tie, there are several winners.

Variants

As a variant, one or more of the following rules may be agreed upon before the game:

1. If asked for a sea creature, one must give up only one and not all of the cards in one's hand with that creature.
2. Instead of four identical cards, you always place two identical cards immediately as a group in front of you.
3. Instead of playing clockwise, it is always the turn of the player who says *"Go fish!"* He may now ask the other players for cards until someone else answers with *"Go fish!"*.

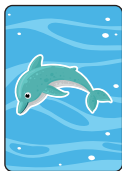
Playing cards



angler fish



clownfish



dolphin



shark



crab



puffer fish



clam



jellyfish



ray



turtle



seahorse



starfish



inkfish