

CONTENTS:

62 Fishing Cards, 4 Throw Fish Cards, 4 Boat Cards
4 Reference Cards, and 12 Fish Crates

OBJECT:

First player to stack 4 sets of Colorfish card on Fish Crates wins!

SET UP:

1. Give every player one Boat card and one matching Throw Fish card.
2. Place all Boat cards evenly apart from each other.
3. Shuffle the Fishing cards and deal each player 7 cards facedown. Place the remaining facedown deck within reach of all players.

Note: In a 2 player game remove the Cat Fish card.

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TAKE A TURN:

1) ASK FOR A COLORFISH or FLING YOUR THROW FISH.

ASK FOR A COLORFISH:

Pick a Colorfish card from the ones you hold in your hand. Then, choose another player and ask if they have the given Colorfish card.

For example: "Do you have any Blue Fish?"

Note: If you do not have a Colorfish in your hand, you must either 'Fling a Fish' (pg.4) or 'GO Fish' (pg. 6).

If that person has one or more of the called Colorfish, they give them all to you and those cards become part of your hand. Anytime you get cards from another player, you may ask for a Colorfish again.


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It is not necessary to ask the same player – each time you receive cards, you may choose any of the Colorfish cards you hold in your hand and pick any player to ask for matches.


FLING A FISH:

Announce which player's stack of fish you want to Fling (throw) your Throw Fish card at.

Now, Fling your Throw Fish at the stack:

 *If you knock over the stack announced, you can take one set of Colorfish cards from that player.*

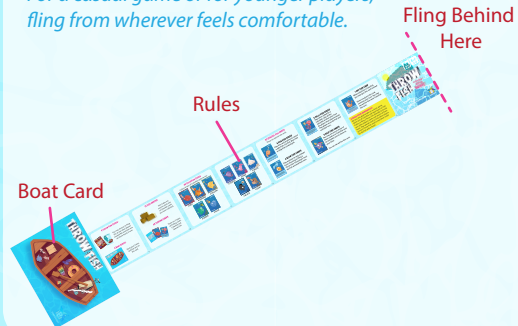
OR

 *If you miss the stack. You lose the rest of your turn. If a different stack is hit, reset it.*

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Please Note: For a more competitive game, you may choose to use this rule pamphlet as a guide for how far you should be when flinging a Throw Fish card. Simply place one of the short ends of the rules on the edge of a boat card and unfold them to the full length (24 inches).

For a casual game or for younger players, fling from wherever feels comfortable.



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2) GO FISH

- *If you don't have a Colorfish card in your hand and you don't want to Fling a Fish, you must 'Go Fish'.*
- *If your opponent does not have the Colorfish card you asked for, they must say "Go Fish".*

Now, you must draw a card from the draw pile.

If the card you draw matches the Colorfish card you asked your opponent for, show the card to your opponents, put it in your hand, and continue asking for Colorfish from other players.

OR

If the card does not match the Colorfish card you asked for, or you drew a card because you had no Colorfish in your hand, the card now becomes part of your hand. Its the end of your turn.

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3) STACK YOUR FISH SETS

At the end of your turn, you must stack all sets of Colorfish cards or Wild Fish cards you completed onto your boat.

To stack your cards:

1. Place 1 Fish Crate on your boat, or on top of a previous Colorfish set. Balance 1 set of Colorfish cards on the newly placed Fish Crate.
2. If you have more sets, place a Fish Crate and the new Colorfish set on top of the set below.

Note: If your stack falls on mistake or because a Throw Fish hit the wrong stack, reset the stack.



YOUR TURN IS OVER, PLAY PASSES TO THE LEFT.

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SPECIAL FISH CARDS:

These are Fishing cards that can be used instead of Colorfish cards (Wild Fish & Cat Fish), in response to Throw Fish cards (Blow Fish) or even in response to other Special cards (Dog Fish).

See back of rules for details on how to use these.

ENDING THE GAME

The first player to stack 4 Colorfish sets on 4 Fish Crates wins.

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Game by Chris Nelson and Bill Ward
Art by Gal Weizman



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4 THROW FISH CARDS:



You may choose to Fling this at any other players stacked fish and steal one set if you knock it over.

4 BOAT CARDS:



Stack your Crates and fish sets on this card.

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12 FISH CRATES:



Fish Crates are used to stack sets of Colorfish cards you have collected.

62 FISHING CARDS



There are 2 types of Fishing cards: Colorfish and Special Fish

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40 COLORFISH CARDS

Collect 4 Sets of Colorfish cards to win.

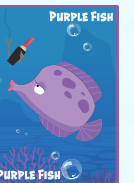


4 RED 4 ORANGE 4 YELLOW

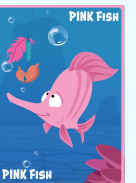


4 GREEN 4 BLUE

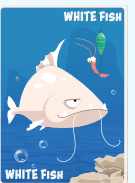
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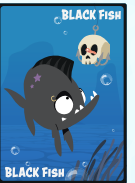
4 PURPLE



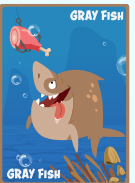
4 PINK



4 WHITE



4 BLACK

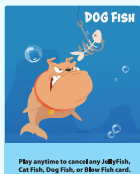


4 GRAY

12

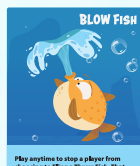
22 SPECIAL FISH CARDS

These are the special rule cards



5 DOG FISH CARDS

Play this card anytime to cancel a Jelly Fish, Cat Fish, Blow Fish or Dog Fish card played by another player.



6 BLOW FISH CARDS

Play anytime to stop a player from choosing to Fling a Throw Fish. That player must Go Fish and end their turn.

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5 JELLY FISH CARDS

Play when asked for a Colorfish, take all the Colorfish of that color from the player that asked instead. That player must Go Fish and end their turn.

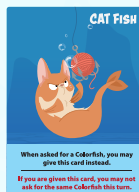


5 WILD FISH CARDS

You may use one or more of these cards as a Colorfish card to complete sets to stack on your boat.

You can not ask for this card.

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1 CAT FISH CARD

When asked for a Colorfish, you may give this card instead.

If you are given this card, continue your turn. You may not ask for the same Colorfish this turn.

A WORD FROM GAMEWRIGHT

We love this playful take on a classic game. Catch sets of Colorfish and stack them on Fish Crates, or fling a Throw Fish (literally) to knock over other players stacks and steal a set from them. Play special cards to trick other players, prevent Throw Fish, and/or steal their cards! It's Go Fish with a Twist!

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THROW FISH
It's GO FISH WITH A TWIST!
CHRIS NELSON & BILL WARD
GAMEWRIGHT