

GO FISH

Contents

35 Fish cards:
8 each of four different colors, numbered 1-8
1 tire fish, 1 boot fish, 1 anchor fish
4 Boats: 1 orange, 1 purple, 1 blue, 1 green
1 Fishing pole with suction cup "worm"
1 Label sheet
1 tackle box
Instructions

Please remove all contents from the package and compare them to the above list. If any of the items are missing, please contact your local Mattel office.

SET UP

Bait the Hook

Apply the decorative labels to the front and back of the worm on the fishing pole.

Hint: For best adhesion, try to avoid applying the labels more than once.



Level 1: Matching Colors

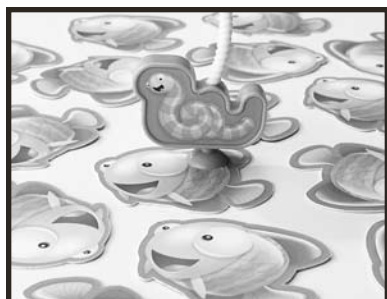
OBJECT

Be the first to fill your boat with your four fish.

Let's Play

Each player selects a fishing boat.

Spread out all 35 fish cards, with the fish side up, on a flat surface in the middle of all the players.



Mix up the fish cards.

Play begins with the youngest player and continues clockwise.

To select a fish card, hold the fishing pole and drop the suction cup worm onto a fish card.

If the color on the fish card's belly (underside) matches the color of your boat, great catch! Fit the fish card into one of the slots in your boat.

It's the next player's turn.

If the color on the fish card's belly does not match the color of your boat, sorry! Your catch "got away." Show it to the other players, and then return the fish card to its original location. It's the next player's turn.



If the picture of the anchor, tire or boot is on the fish card's belly, sorry!

You lose your turn. Show it to the other players, and then return the fish card back to its original location. Your turn is now over.

ALTERNATE PLAY: It may be difficult for YOUNGER PLAYERS to pick up fish

cards using the fishing pole and suction cup worm. In this case, place all the fish cards in the tackle box, close the lid and shake just enough for all the fish cards to be mixed up. Then, without peeking players reach inside the tackle box and pick up the fish cards with their hands and attach them to the suction cup worm.

Note: To help with suction on the worm, consider wiping it with a damp cloth.

WINNING

The first player with four "keeper" fish that match the color of their boat WINS!

Level 2: Goin' Fishin'

OBJECT

To have the most sets of fish when the game is over.

Let's Play

Set aside the anchor, tire and boat fish cards. Spread out the remaining fish cards, fish side up, on a flat surface in the middle of all the players.

Mix up the fish cards.

Each player picks up any six fish cards and loads them into their boat.

NOTE: Even though there are only 4 slots in the boat, each slot will hold more than one card.



Don't let anyone see the number side of your fish cards!

Youngest player goes first. Play continues clockwise.

Your turn begins by looking at the cards in your boat for any matched sets of four cards (four "2's" or four "5's," for example).



If you have a matched set of four cards, place the set (all four fish cards) down in front of you.

Then continue your turn by asking one player if they have any fish cards that match any of the fish cards in your boat. For example, if you have a "2" fish card in your boat, ask another player, "Do you have a '2' fish?"

If the other player has any fish cards with the number you asked for, the other player must give ALL of those numbered cards to you. Continue asking any player for cards until someone does not have a card you asked for.

If the other player does not have any fish cards with the number you asked for, the other player will tell you to "Go Fish."



To "Go Fish," select a fish card from the remaining fish cards on the table by holding the fishing pole and dropping the suction cup worm onto a fish card.

If the card you draw completes a set (four matching cards), you can continue your turn. If it does not, your turn is over. Add the fish card to your boat.

Play continues until all the fish cards have been matched into sets of four.

If you no longer have any fish in your boat, but there are still sets to be matched, you must "Go Fish" for one fish. Then it's the next player's turn. If there are no fish in your boat and none on the table, do nothing; it's the next player's turn.

WINNING

The player with the most matched sets of fish cards WINS!