

Littlest Pet Shop



GoFish!

CARD
GAME

For 2 to 6 Players
AGES 5+

CONTENTS
52 Cards

OBJECT
Collect the most sets of four matching cards.

GET READY

- Shuffle the card deck; then deal 5 cards facedown to each player.
- Scatter the remaining cards facedown on the table. This will be your "fish pond."
- Look at your cards. If you have any sets of four, immediately place them faceup next to you on the table.
- The player whose birthday is closest to today goes first. Play then passes to the left.

PLAY

On your turn, ask any other player for a card that you are holding. For example, you look at your cards and you have 2 Hamster cards (number 10).



- So you ask Julie: "Do you have any Hamsters (number 10)?"
- If the player has one or more of the card you asked for, he/she **MUST** give them **all** to you. If these cards complete a set, place the completed set faceup on the table next to you and go again. If these cards do not complete a set, your turn ends.
 - If the player doesn't have one or more of the card you asked for, he/she will tell you to "**GO FISH.**" Now you must go to the Fish Pond!

THE FISH POND

- When a player tells you to "**GO FISH,**" draw one card from the Fish Pond and add it to your hand.
- If the card you drew matches the one you asked for **AND** it completes a set, place the completed set faceup on the table next to you and go again.
 - If the card you drew matches the one you asked for **BUT DOES NOT** complete a set, your turn ends.
 - If the card you drew **DOES NOT** match the card you asked for, your turn ends, regardless of any set it may complete. **NOTE:** If the card you drew did complete a set, you should still place the completed set faceup on the table next to you.

RUNNING OUT OF CARDS IN YOUR HAND

- If you run out of cards in your hand **on your turn**, draw one card from the Fish Pond and go again.
- If you run out of cards in your hand **NOT on your turn**, wait until your next turn, then draw one card from the Fish Pond and ask another player for a card.

RUNNING OUT OF CARDS IN THE FISH POND

If there are no more cards in the Fish Pond, there are no more fish to be drawn. On your turn, continue asking other players for cards until all of the matches have been made. If you have no more cards in your hand and there are no more in the Fish Pond, you must wait until the other players finish making the rest of the matches.

THE END OF THE GAME

When all of the sets have been matched, the game is over.

WINNING

All players count up their sets. The player with the most sets wins! There may be a tie.



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We will be happy to hear your questions or comments about this game.

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