

Instructions

Welcome to the Living South River Go Fish Game

Please take your seats around the table.

You will notice a fish in front of you. The goal of this game is to fight for clean water and keep your fish alive.

In this deck are three suites of cards shown on this sheet: The Clean Water suites, Conserve Habitat suites, and Save the Bay suites. In each suite there are two types of cards, the stressor cards and the solution cards.

At the start of the game each of you will be dealt three cards. To keep your fish alive you must get rid of as many stressor cards as possible. To do this you must match a solution card to a stressor card with the same suite. For example, if I have a stressor card with the clean water suite, I would need a clean water solution card to make a pair and discard it from my hand. If you have no matching pairs within your hand you can ask another player for a matching solution card. If they can't help you, GO FISH from the pile. Also, watch out for those fish kill cards! If you pick up one of these you lose your turn.

At the end of two rounds or if the GO FISH pile runs out the game is over. At this point each player reveals how many stressor cards, if any, remain in their hands. Each fish has a specific stress tolerance level. For example, the Channel Catfish can tolerate no more than two stressor cards in a player's hand. The less stressor cards you have the healthier your fish will be. The player with the healthiest fish wins!

I'll walk you through the first round if anyone is confused.