



FISHING FOR 10s

Players

- 2 – 4 players

Materials

- Standard deck of cards - Jacks and Kings removed: **Ace (1) and Queen (0)**.

Objective

- To be the first player to have the most pairs at the end of the game (no more cards available)

How to Play

- Begin by dealing out 5 cards to each player.
- Each player looks for pairs in their hand that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them.
- Players take turns asking each other for a card that will make a 10 in their own hands.
- If a player gets the card they asked for, they put the pair down and picks up a new card from the deck
- If the player does not get the card they asked for from another player, they go fish and pick a card from the deck.
- A player's turn is over when no pairs can be made that make 10.
- If a player runs out of cards in their hand, they can pick up two new cards from the deck.
- The game is over when there are no more cards.

Variations

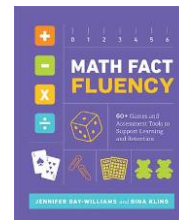
Fishing for

- Players can decide what number they want to go fishing for before they start.
- Whatever number they decide they must remove the greater numbers from the deck. Remember the Queen is 0 though and should stay in the deck.

Fishing for Difference

- Players can decide if they want to go fishing for a certain difference between numbers.

Example: play with a difference of 3. Matching cards like 6 and 9.



Source Jennifer Bay-Williams: