

Cosmople-Fish I

A Geography Variation on traditional **Go Fish** for ages 5 and 6.
But all first time **cosmopolis** players should play it once.

Object : To collect and play **SETS** of cards. A set is 2, 3, 4, or 5 cards of the same color

Nmber of Players: 3 to 6

Card Deck: Remove the white-centered cards. You'll be playing with the other 42 Regional city cards. Deal according to the number of players, as follows:

3 players – 5 cards to each player

4 players – 4 cards to each player

5 players – 3 cards to each player

6 players – 3 cards to each player

Rules: Take turns being dealer for each round (deal) of the game. Player on the left of the dealer plays first. A game is as many rounds as there are players so that everyone is the dealer one time. Deal cards to each player and place the rest of the deck (the draw pile) in the center within reach of all players. Play of the game goes like this:

1. First player asks any other player for a card of a color (region) of the same color as a card he or she has in hand, saying to that player (for example), "Do you have a light blue (Western Europe) card?" If the player being asked has one, then it (and only **one** such card) must be given to the player asking for it. The asking player now has a pair since you cannot ask for a card unless you already have one like it. The player with that pair then plays it down in front of herself or himself.

2. But if an asking player already holds a pair (or more), all the cards of that color may be played without asking anyone else for a card. After such a play, player takes 1 card the top of the draw pile.

3. If the player who was asked for a card does NOT have a card to give up, he or she says, "No, Go Fish," and the asking player draws the top card from the draw pile. The question is now asked by the next player to the left. That player can ask for a card from any player in the game.

4. Cities are printed on **both** sides of every card. But players being asked for a card only respond for cards *they can see in their hand*. Cities on the other side of their cards (which other players can easily see) are **not** part of the question and answer process. However, when it's not their turn (and only

when it's **not** their turn), players can look at both sides of their hand and rearrange their cards any way they wish.

5. Players do NOT have to ask someone else for a card on every turn. If one holds a pair or can add a card to a SET previously played, he or she can simply play cards and then take 1 card from the draw pile. But if players then draw a playable card from the deck, they cannot play it on that turn. They must wait until their next turn to play it. Or, on their turn, players can draw a card and discard one from their hand without playing or asking for a card.

6. So the usual sequences are either: **Ask and Play; Ask and Fish; Play and Draw or Draw and Discard.**

7. When players get a card from the deck, they look at both sides and turn either side toward themselves.

8. Sometimes players can end up with no cards in their hand. This happens when other players ask the right questions and end up taking all the cards from one player. If this happens, on the next turn that player takes a card from the draw pile but does nothing else.

9. When there are no more cards in the draw pile, the discard pile is turned over to make a new draw pile and the game proceeds. But "fishing" from the discard pile is not allowed.

Ending the Game: The **round** is over when there are no more cards to be drawn. Scores for each player (see below) for that round are written down. The **game** is over when there have been as many rounds as there are players in the game, that is, when everyone has been dealer once.

Scoring: Score one point for each card played in a set of 2 or more cards. Cards remaining in your hand when all cards have been drawn from the deck do not score points.