

Cosmople-Fish II

An Intermediate game leading to the first Advanced games

Object: To form the largest possible **SET** of cards of the same color plus cards linked to those cards by one of the white linking cards.

Number of Players: 3 to 6

Card Deck: All 42 Regional city cards of the basic **cosmopolis** deck, plus the white linking 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 of the game. Player to the left of the dealer plays first. A game is as many rounds as there are players so that everyone is dealer one time. Deal cards to each player and place the rest of the deck in the center within reach of all players. But with the white linking cards in the deck there are new possibilities beyond Cosmople Fish-I. Play 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 their hand--just as in Cosmople-Fish I. **Or**, you may ask "Do you have a white linking card with Light Blue (or whatever color you're asking for) on it?" In that case the player being asked would answer "Yes" if they had Gibraltar, Vienna or Reykjavik and give up one, but only one, of those cards. If not, the asking player is told to "Go Fish".
2. If the asking player is successful and gets a card asked for, it is matched with the card of the same color in hand and played down. Other cards of the same color in the player's hand can be played down also.
3. As in Cosmople-Fish I, requests for cards are only answered for cards that the person being asked can see. Cities on the other side of those cards (which other players can see) are not part of the question and answer activity. But when it is not their turn, players are free to examine both sides of the cards in hand and re-arrange them however they wish.

4. Players do NOT have to ask someone for a card on their turn if they can play from their hand on to an existing set. In that case, they add a card to a set previously played and then draw a replacement card from the deck.
5. So the usual sequence is either: ASK and PLAY; ASK and FISH; or PLAY and FISH.
6. With the white linking cards, however, sets can include more than one color. Linking cards have at least 2 and sometimes 3 colors, **Istanbul** or **Gibraltar**, for example. If you have a set with a white linking card in it, you may **add to it cards of another color when those colors are on** the linking card. For example, you have the Light Blue Western Europe cards plus **Gibraltar**. You can now add Yellow cards (Africa) and Dark Green cards (Mediterranea) to your set. That way it is possible to get a set of 16 cards (5 + 5 + 5 + Gibraltar). However, you can have only 1 linking card in a set.

Scoring: Points are scored according to the size of the SETS played, Some cities appear in the deck more than once. They can be part of a set but duplicated cities do not count in the scoring. Scoring is as follows:

Cards In Set	1*	2	3	4	5	6	7	8	9
Points	2	4	7	15	30	60	125	250	500
Cards In Set	10	11	12	13	14	15	16		
Points	750	1000	1250	1500	1750	2000	2500		

*This would only happen playing a pair of the same city, in which case only one of the cards scores points.

Ending the Round and the Game: Each **round** (deal) is over when there are no more cards in the deck to be drawn. The **game is** over when there have been as many rounds as there are players, that is, when everyone has been dealer once. However, before beginning the game players can extend the game by agreeing that each player will deal some number of times more than once.