



Fishing Pond

2-6 Players

**Cast your nets to collect
Schools of Fish!**

www.JankenDeck.com/Kings

The Story:

These are three related games with different skill levels. Each card represents a fish and in each game you can capture a school of four fish from the pond when they all have the same trait. The basic game uses observation, another game uses speed, and a third game uses strategy!

The Object:

Collect as many schools of fish as you can. A school of fish is any set of four cards with all the same Number, Item or Color.

The Deck:

Remove the Jokers and Kingdom Cards.

Basic Version:

The Deal:

Shuffle the deck and place as a draw pile where everyone can reach.

The Play:

Your turn begins when the player before you adds a fish to the pond by turning one card face up in the center of the table.

If there are fewer than four cards there are not enough fish to make a school. Draw a new card and add it to the pond face up to end your turn.

When there are four or more fish in the pond at the start of your turn, look for a school. A school of fish is any four cards where one of their Parts is the same. For example: If all four cards are Ones, or all four cards are Keys, or all four cards are Blue.

When you can find a school of fish during your turn, take all four cards and announce what Part they all have in common, like "Red!" or "Shields!".

After you have collected any schools you can find in the pond, put a new fish in the pond by turning up a new card from the draw pile to end your turn. Look closely because once you deal a new card your turn is over even if there was a school of fish that you didn't see!



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Speed Version:

The Deal:

Shuffle the deck and place as draw pile where everyone can reach.

The Play:

In the Speed version players take turns adding one fish in the pond at a time by drawing one card at a time and placing it face up on the table in the pond with the other fish, but any player can claim a school as soon as they spot it. You can deal new cards as fast as you want to.

If at any time you see a school of fish, be the first person to call out what the four fish have in common. For example call out "Yellow!" or "Axes!" The first person to call out the school can take all four cards for their collection.

If a player calls out a school but there is not a school in that category, they must put two of their cards they have collected back into the draw pile. If they have not collected any cards yet, there is no penalty.

Strategy Version:

The Deal:

Deal four cards to each player and place the rest as a draw pile where everyone can reach.

The Play:

In the Strategy version you have a choice for which card you add to the pond at the end of your turn. Your turn begins when the player before you adds a fish to the pond by turning one card face up in the center of the table.

If you can find a school of fish during your turn, take all four cards and announce what Part they all have in common "Red!" or "Shields!".

After you have collected any schools you can find in the pond, draw a card from the draw pile. You may add that card to the pond OR keep that card and choose any card from your hand to play as the new fish to end your turn.

When there are no more cards to draw from the draw pile, continue playing until each player has played out all of the cards in their hand.

The End:

Play until there are no more cards to add to the pond and all of the schools have been collected. The player who has collected the most cards by the end wins!

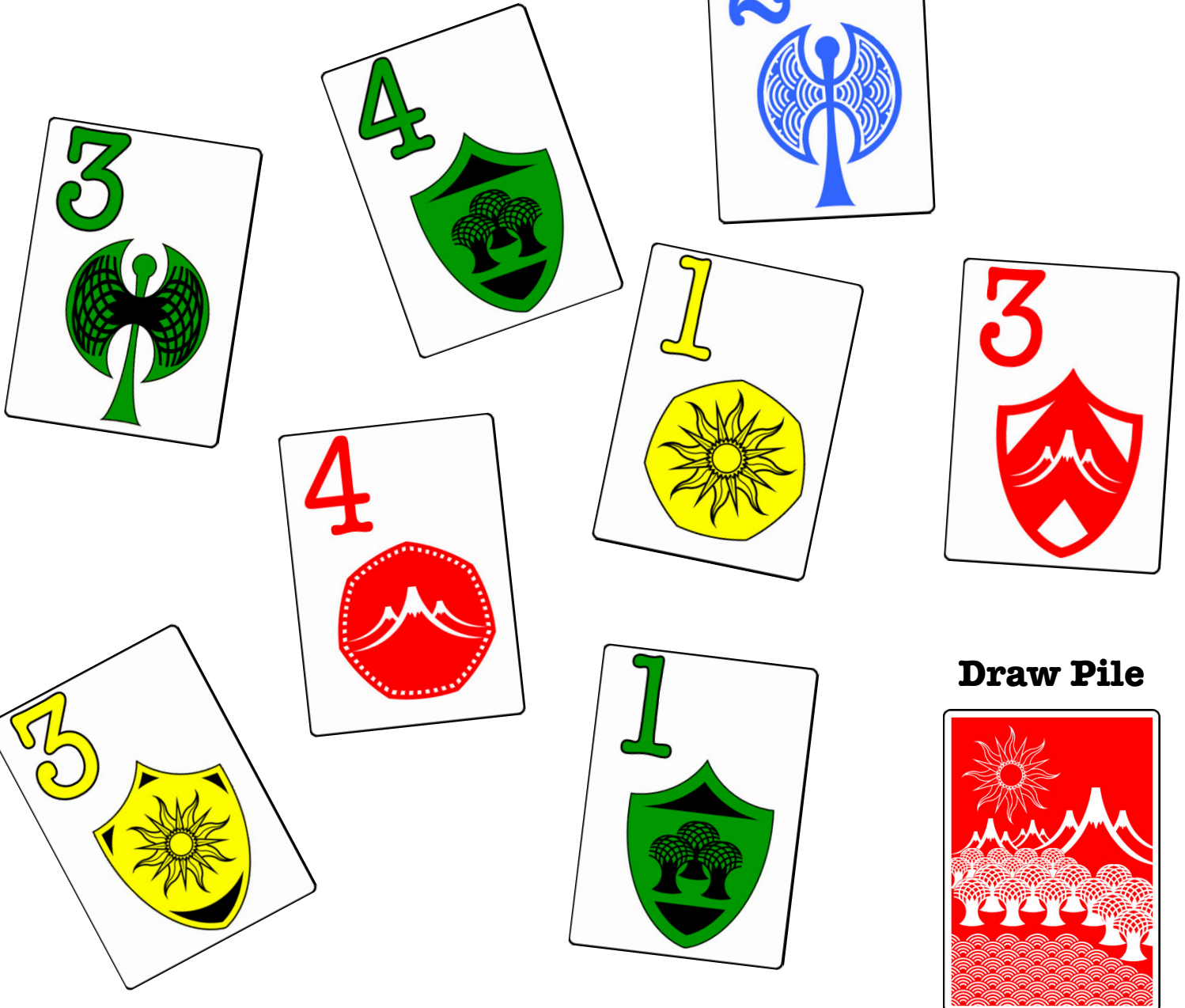
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**Can you spot the school of
four fish?**



Draw Pile

