

The Great Lakes Fish-Out

Players: 3 – 5

Game Style: Traditional, Trick Taking

Difficulty: Low

The yearly Great Lakes Fish-Out contest has begun!! Whoever pulls out the most fish over the course of the weekend wins!

Of course, as usual, the contestants are also required to help stock the lake.

What you need:

A deck of playing cards.

Pad of paper and a pencil for keeping score

How to win:

Over the course of numerous games, the first player to a pre-determined wins.

Scoring is based on the number of fish you've caught (cards collected). During each round in a game, if you play the highest ranking card of a suit, you can either collect all of the cards of that suit from the "lake." However, you can only collect cards of each suit once, so you better be sure there's enough "fish" for you to collect.

What to do:

Decide what your target score is for a player to win. 50 points should be good enough.

You will only use the standard 52 cards in the deck. In other words, remove the jokers. No, not your crazy uncle.

That's pretty much it for the preparations.

How the game works:

The Great Lakes Fish-Out is a game much like any other trick-taking game, such as Hearts or Spades with a few new twists. The biggest change is that tricks aren't necessarily won on every hand, and cards on the table can carry-over to the next rounds.

Terms used in the game:

The center area of the table where all played cards are tossed is known as "The Lake."

When a player places a card into the lake, this is known as "Stocking The Lake."

When players collect cards from the lake, they are "Fishing-Out the Lake."

On each play of the game:

The player directly to the left of the last dealer becomes the new dealer.

Deal out the whole deck of cards to all players, but you must make sure that all players get the same amount of cards. So, in the case of a 3-player there will be one card left over. In the case of a 5-player game, 2 cards will be left over.

Turn these leftover cards face up in the middle of the table.

All players look at their cards. They each secretly select one card from the hand and place it facedown in front of themselves.

When all players have chosen, everyone flips up their cards.

Each player who has chosen the highest ranked card of their suit keeps their card. All other players stock the lake with their card.

The rankings are based on the King ranking the highest, with the 2 ranking the lowest.

The Ace, a special case:

The Ace is a special card. Normally, it has a ranking of one, below the 2 within its suit.

However, if any other player reveals a Jack, Queen, or King in the same suit as a played Ace, the Ace is then ranked as 14, and is the highest card of that suit. In this case, the player with the Ace keeps his card, and all others are forced to stock the lake.

After stocking the lake, the players who are left holding cards (which would be the highest ranking cards available in each suit) now must choose one of two actions:

They can stock the lake with their card, OR they can “fish-out the lake” by collecting all cards in the lake that match the suit of the card that they hold. These cards are put off to the side, with one card face-up. This is important, as you will find out next!!

The trick to the game is that a player can only fish-out each suit once per game. So, once a player has collected all the spades in the lake she CANNOT collect spades again.

If a player holds the highest ranking card of a suit that they have already fished-out, they MUST stock the lake with their card.

It is very likely that, at the end of the game, some cards will remain in the lake due to this occasion.

The game ends:

When all players have played all of their cards from their hand, the game is over.

Each card collected is worth 1 point. The first player to cross the target score set at the start of the game wins. If multiple players cross the target score after a game, then the player with the highest score wins.