

## **Make 10 Go Fish Rules**

### **At the start of the game**

1. Each player is dealt five cards a piece.
2. The remaining cards are placed face down in the middle. This is the Fish pile.
3. The dealer goes first.

### **Gameplay**

1. Each player takes any two cards that add to 10 and makes a pair out of them, placing the cards down in front of them.
2. Each player takes turns selecting another player and asking them for a specific number. Example: "Jim, do you have any sixes?".
3. If the player being asked has one of those cards, they must give it to the player doing the asking.
4. If the player being asked does not have any cards of that rank, they tell the player doing the asking to "Go Fish!".
5. The player doing the asking draws a card from the Fish pile.
6. If the player gets the card they requested, either from the player being asked OR the fish pile, they can out down a pair of cards that add to 10 and go again.
7. If the Fish pile is empty when told to go fish, that player's turn ends.
8. If a player's hand is emptied by creating pairs or by giving up cards, they win.