

Fishing for Contractions!

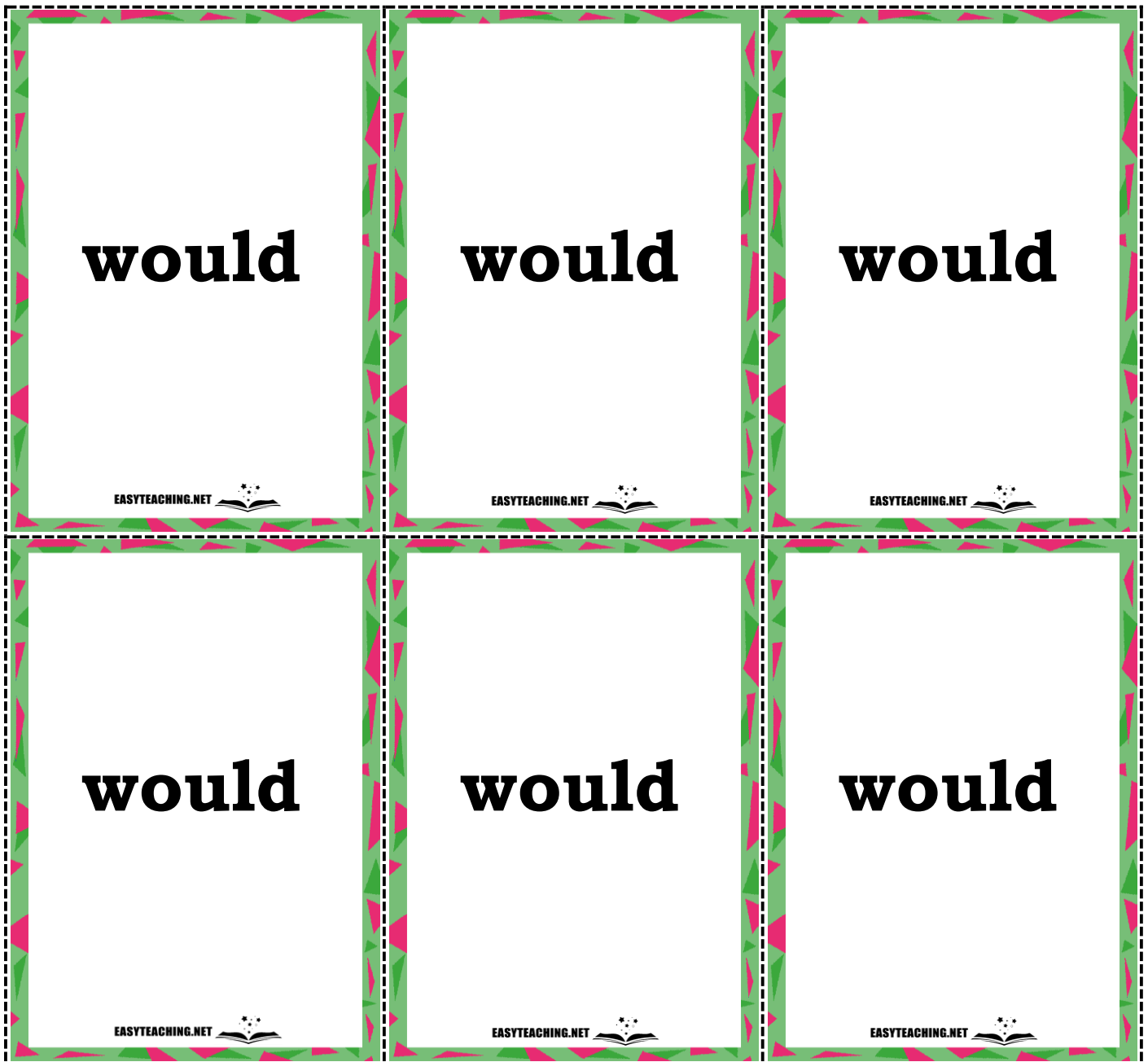
2-4 Players

How to Play: The cards are shuffled and each player receives 7 cards. The rest of the cards are scattered out face down to form the fishing 'pond'.

Players are given a chance to look at their cards and find any matches. Matches are two cards that form a contraction. For example, 'would' + 'not' forms the contraction 'wouldn't'. Matches are placed together face up so other players can see.

Players take turns asking one other player for a card they need to form a contraction pair. Eg. "Do you have 'not'?" The player asked must hand this card over if they have it. If they don't have the card, they say 'Go fish!' and the player whos turn it is, picks up a card from the 'pond'.

The game is over when one player runs out of cards OR there are no cards left in the 'pond'. The winner is the player who has made the most pairs when the game finishes!



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