

The Playing Rules of Three Fishing I

Number of Players: Two to Six players with Four being optimum for play .

Game Winning Objective:

The objective is for a player to “fish” the maximum number of cards from a card pool consistent with the rules of the game. The game ends when all the available cards are drawn by the players and shown for being possibly “fished” by them. The players then count up the number of cards that they have “fished” and convert them into points according to the following rule:

1. Any Feng Shui card is worth ten (10) points.
2. Any Green Dragon (GD) is worth five (5) points.
3. Any “wind” direction card, namely E1, S2, W3 and N4 is worth two (2) points.
4. Any suit card is worth one (1) point.

How to play the game

Example for four players is set forth below. Each player is dealt four cards one at a time. Four cards are then dealt face-up or open-face at the center of the playing area. The dealer starts by drawing a card and place it face-up with the others that are already in the common area called the “fish pond”. This last drawn number, having a Modulo N, i.e., the last digit of the number is N, determines the rules to play the ensuing game.

To start playing he finds out whether he can “fish” anything. That means he tries to find out between the cards he has in his possession (the “bait”) and the cards in the “fish pond”, whether any three cards exist that will add up to a sum having a Modulo N, where N is the last number of the sum. Examples are given below. Note that a Feng Shui card counts as eleven (11) points.

1. Three cards that add up to a number with value less than 10 but with Modulo N. For example, if $N = 8$, then 1, 1, 6 can be “fished” from the “pond”.

2. Three cards that add up to a number with value greater than 10 but less than 20 but with Modulo N. For example, if $N = 6$, then 10, 2, 4 can be “fished” from the “pond”.

3. Three cards that add up to a number with value greater than 20 but less than 30 but with Modulo N. For example, if $N = 1$, then 10, 10, 1 can be “fished” from the “pond”.

4. Three cards that add up to a number with value greater than 30 but with Modulo N. For example, if $N = 3$, then 11, 11, 11 can be “fished” from the “pond”.

After the first player finishes “fishing”, the turn will be passed on to the player to his right. This player will first draw a card and place it face-up at the “fish pond” . He then tries to “fish” according to the rules established above. After that, it is the player to his right’s turn to “fish” and so on.

The game ends after all the cards are drawn and no player is able to “fish” any more cards. The players then count up their points and whosoever gets the highest point score will be declared the winner of the game.

To play a longer and more satisfying game, the scores of each player can be accumulated up to a predetermined number of games, say 3, 5 or even 10, before a winner is declared. The player with the highest sum score for the total number of games played will be declared the winner.