

The Playing Rules of Three (3) Fishing

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”. He then 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 of tens, namely 10, 20 or 30. Examples are given below. Note that a Feng Shui card counts as eleven (11) points.

1. Three cards that add up to ten (10) points:

Any three cards of any suit that add to 10. For example, 1, 1 and 8
Of any suit (Circles, Bamboos or Scripts).

2. Three cards that add up to twenty (20) points:

- A. Any three cards of any suit that add up to 20. For example, cards 9, 9 and 2 of any suit
- B. Cards 1 and 9 of any suit plus a 10 card (GD, E1, S2, W3 or N4).
- C. Cards 2 and 8 of any suit plus a 10 card.
- D. Cards 3 and 7 of any suit plus a 10 card.
- E. Cards 4 and 6 of any suit plus a 10 card.

F. Cards 5 and 5 of any suit plus a 10 card.

3. Three cards that add up to thirty (30) points

A. Any three 10 cards.

B. A Feng Shui card plus a 9 card of any suit plus any 10 card.

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.