

Gwra Pyskessa! Go Fish!

Set up

Remove the jokers and rule cards from the pack.

If there are 2 or 3 players- deal 7 cards to each player.

If there are 4 or more players- deal 5 cards to each player.

The remaining cards form a deck in the middle of the table.

Aim of the game

The aim of the game is to collect sets of 4 cards of a kind. At the end of the game, the player with the most sets of 4 wins.

How to play

The players take turns, starting with the player to the left of the dealer. On a player's turn they must 'fish' by choosing any one of the other players and asking them for a card using only Cornish.

"Eus... genes?" "Do you have any...?"

Player's may only ask for a card which they have at least one of in their own hand. If there are any copies of the requested card in the other player's hand, that person says

"Eus. Yma ... genev." "Yes. I have..." and must give all copies of that card to the player who asked.

If the other player has no copies of that cards they say *"Nag eus. Gwra Pyskessa!" "No. Go fish!"*.

If a player makes a successful 'catch' their turn continues and they can ask for another card. If a player is told *"Gwra Pyskessa!"* they draw a card from the deck and their turn ends. Play then passes to the next player (moving clockwise).

If a player has 4 cards of a kind, they immediately 'score' those cards by placing the cards in a pile in front of them. These cards are no longer used in the game.

It is possible for a player to have no cards in their hand at the start of their turn. If this happens, they first draw a card from the pile in the middle and may take their turn as normal. If there are no cards in the middle, that player skips their turn.

The game ends when all 13 sets of 4 cards have been scored. The winner is the player with the most sets of 4. If two or more players draw, the winner is the player with the highest value set of 4 (ace high).

Example of play

Joe, Vicki and Pol are playing 'Gwra Pyskessa!'. Joe has a seven, a nine, a jack and two kings. On Joe's turn he looks at his hand and asks:

"Pol, eus seyth genes?" *"Pol, have you got any sevens?"*

Pol has one seven. He gives it to Joe saying, "Eus. Yma seyth genev." *"Yes. I have a seven."*

Joe has made a catch so his turn continues.

"Vicki, eus myghtern genes?" *"Vicki, have you got any kings?"*

Vicki doesn't have any kings, so she says "Nag eus. Gwra Pyskessa!" *"No. Go fish!"*

Joe draws a card from the deck and his turn ends. It is now Vicki's turn.

Vicki has a four, two sevens, a queen and an ace. She has already heard Joe ask Pol for a seven so she asks, "Joe, eus seyth genes?" *"Joe, have you got any sevens?"*

Joe must now give Vicki both of his sevens saying "Eus, yma seyth genev." *"Yes. I have a seven"*

Vicki now has all four sevens. She scores these by putting them down in a pile in front of her. Her turn then continues...