

Go Fish Card Game Rules



"Go Fish", or "Authors", is a card game that requires 2-5 players and a standard 52 playing card deck. Go Fish is typically described as an easy game that young kids enjoy but, people of all ages can have fun playing it. The objective of Go Fish is to have the most "books", or 4 of a kind, by the end of the game.

Set Up

Before the game officially begins, the job of dealer must be assigned to one of the players. To decide who is dealer, every player receives 1 card from a shuffled deck of cards. With Aces being high and 2's being low, the player with the lowest card is the dealer.

The players assemble in a circle and the dealer shuffles the cards. The player to the dealer's immediate right cuts the shuffled deck and the dealer then passes the cards out face down, clockwise, and one at a time. If less than 4 people are playing, each player receives 7 cards. If more than 4 people are playing, each player receives 5 cards. The remaining deck is placed face down in the middle of the circle to form the "ocean".

How to Play

The game begins when the player to the left of the dealer "fishes" by asking another player if they have a certain card in their hand (e.g. "Do you have any Queens?"). If the player does have the type of card asked for, they must give the asker all of that type they possess. The asker then continues questioning the same or a different player if they have another or the same type of card.

If a player does not have the typed asked for, they say “go fish” and the asker picks up the top card from the ocean. The gameplay then moves to the left and the next person fishes for cards.

A player makes a book when they have 4 of a kind. When a book is made, the player places the 4 cards face up in a pile in front of them to verify to the other players that they made a book. The game ends when all 13 books are made. The player with the most books wins. If a player runs out of cards during the game, they may select one from the ocean when it is their turn. If there are no more cards in the ocean, they are out of the game and the number of books they have is final.

****Australian Go Fish****

As one can expect, this variation is predominantly played in Australia. For Australian Go Fish, books are made from 2 of a kind instead of the traditional 4. With this variation, Jokers can be used in gameplay.

Texas Hold'em Poker Card Game Rules



Texas Hold'em Poker is a casino type game where the objective is to win the best hand out of a group of players. Players are initially given two cards, called "hole" cards, that they hold throughout the game (hence the name). They then try to make the best five card hand out of their initial holes and five community cards.

Ranking of Hands

Below is the list of hand rankings from least to greatest:

- **High Card**- If nobody has any pairs, the highest card wins.
- **One Pair**
- **Two Pair**
- **Three of a Kind**
- **Straight**- Five sequential cards that are not of the same suit.

- **Flush**- Five cards that are of the same suit.
- **Full House**- Three of a kind and a pair.
- **Four of a Kind**
- **Straight Flush**- Five sequential cards that are of the same suit.
- **Royal Flush**- 10 through Ace of the same suit.

Set up

In Texas Hold'em, there are three roles that rotate clockwise after each game: **Dealer**, **Left Blind**, and **Right Blind**.

Dealer

Before the game begins an initial Dealer must be chosen. To do so, every player is given a card from a shuffled deck and whoever receives the highest card becomes the first Dealer. Ties are broken by a repeated deal. The Dealer is given a token or button to illustrate the title. The initial Dealer shuffles the deck and the player clockwise to them cuts it. The Dealer will then advance the steps of play as discussed below.

Left Blind

The Left Blind is the player clockwise to the dealer. They make the initial bet before anybody gets their cards.

Right Blind

The Right Blind is the player clockwise to the Left Blind. They must double the bet of the Left Blind.

How to Play

After the Blinds have added to the pot, the Dealer passes out two cards to everybody in play. In Texas Hold'em, players have five moves they can make with each round:

Fold, Check, Bet, Call, and Raise.

Fold

To fold, players surrender their hand, losing whatever bets they may have made in the game the pot.

Check

To check, players pass on the option to make a bet. Checks can only happen if no bets had been made in the round thus far.

Bet

To bet, players put in any amount of money they think matches the worth of their hand into the pot. The first bet determines the stakes of the round.

Call

To call, players make a bet equal to the amount of the previous bet.

Raise

To raise, players make a bet larger than the amount of the previous bet.

Rounds

In Texas Hold'em, there are five rounds to a game: **Pre-Flop**, **Flop**, **Turn**, **River**, and **Showdown**.

Pre-Flop

After the Dealer has passed out two cards to everyone, the player clockwise to the Right Blind has the option to fold, call or raise the previous bet. Play then proceeds clockwise around the table.

Flop

At the start of the Flop round, the Dealer places three community cards upright in the middle of the table. Normal play then proceeds starting with the player clockwise from the Dealer.

Turn/Fourth Street

At the start of the Turn Round, or Fourth Street, the Dealer places a fourth card in the community.

River/Fifth Street

At the start of the River Round, the Dealer places a fifth and final card in the community.

Showdown

If there are still players in the game after the River Round, players must over turn their cards for all to see with the highest hand taking the pot.

At the end of the round, the Dealer, Left Blind and Right Blind rotate clockwise and gameplay begins again.