Guess Who's...On The Line!

Overview

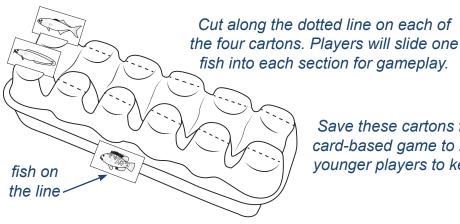
The object of this game is to guess the mystery fish on the end of your fishing line. By asking your opponent one question per turn, and eliminating any gameboard fish that dont fit the description, you will eventually be able to guess which fish you have hooked. Its a race to the finish to see who can reel in their fish fast enough, and correctly guess who's...on the line!

Materials

- Three printed sets of the 24 saltwater fish cards. Cut each set out along the dotted line and keep the three decks seperate by using a rubber band or paper clip on each
- Four, one dozen egg cardboard cartons*
 - *see setup for instrustion on prepping the cartons for holding cards

Setup

Before you begin the game, ask an adult to cut a notch on the underside of each of the egg sections. A utility knife or sharp scissors is reccomended.



Save these cartons for use with ANY card-based game to make it easier for younger players to keep cards visible!

Each player sets up two egg cartons on a flat surface and takes one deck the 24 cards. Slide a card into each of the slots, making sure that the fish are facing you.

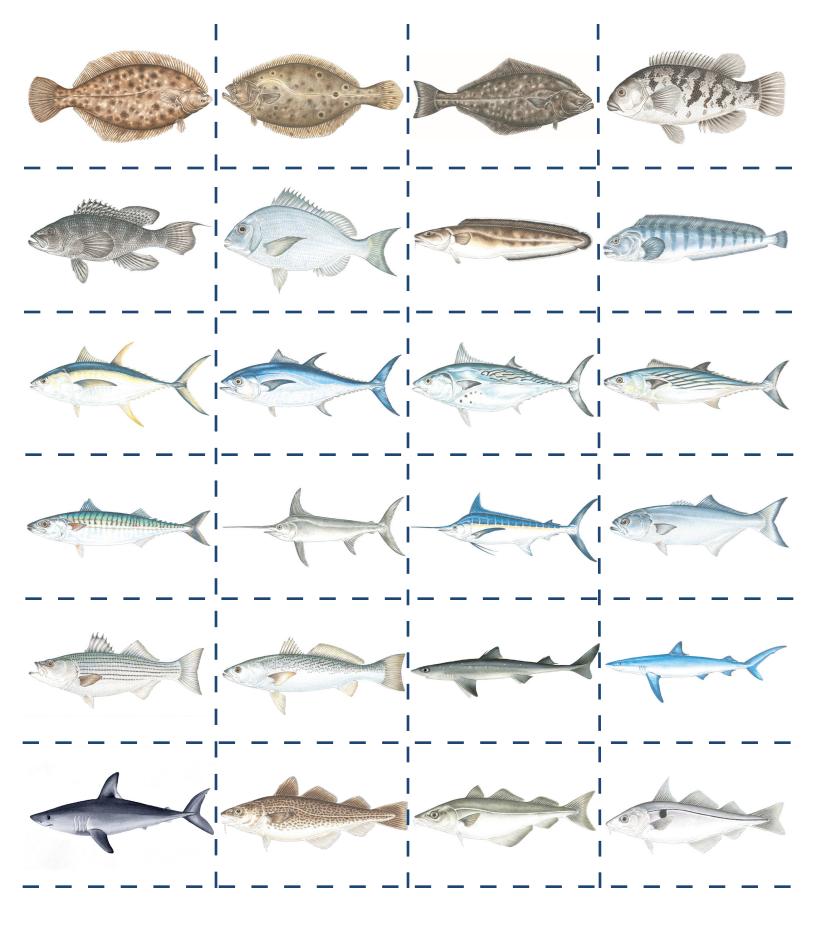
Shuffle the third deck of cards. Each player randomly selects one card form this pile and places it in front of their egg carton. This is your opponents fish on the line (the fish they are trying to guess), so make sure they cannot see it!

To help with fish identification, there is a sheet at the end of this outline with the names of all 24 fish. Print it out and keep it next to you if its helpful for fish ID.

Gameplay

Notice the differences between the 24 fish on your gameboard. Fish come in different colors and body shapes. Some fish have more dorsal (top) fins than others; some fish have pointy noses (rostrums); some fish are flat. As you play, you'll notice several other differences among the fish on the gameboard.

Your Turn The youngest player always goes first. On your turn you may either ask a question or guess who the secret fish is on your opponents line. But be careful, don't use your turn to guess the	
fish on the line until you're ready! If your guess is wrong, you'll lose the game.	
Asking Questions Until you're ready to guess the fish on your line, ask your opponent ONE question per turn. Each question must be a "YES" or "NO" answer. For example, you can ask "does your fish	
have two dorsal (top) fins?" Your opponent must answer "YES" or "NO".	
After your opponent answers, you may be able to eliminate (take away) one or more of the fish on your egg carton. For example, if you learn that your fish on the line has two dorsal (top) fins, you would pull out all fish that have one or three fins, leaving only fish with two. After you ask a question and remove any fish, your turn is over.	
Guessing the Fish On Your Line	
When you're ready to guess the fish on the end of your line, make your guess on your turn, instead of asking a question. Your opponent must tell you if your guess is correct or not. If your guess is right, you win the game! If it is wrong, you lose.	
Extra Challenge For an extra challenging game, play with TWO fish on the line. At the start of the game, pull two fish from the extra deck and put them side by side in the fish on the line spot. You must guess BOTH fish to win this game.	
You must say "both" or "either" when asking questions about the fish. For example, you can ask "do both of your fish lie flat on their side?" or "do either of your fish have one dorsal (top) fin?" Be careful when eliminating fish from the egg carton, and remember which questions you've asked!	
For example, you ask "do either of the fish have stripes on their body?" If your opponent answers "yes", then you cannot take away any fish because although <i>one</i> fish on the line definitely has stripes, the other one may not!	_
To guess the fish on the end of the line and win, you must guess BOTH fish correctly at the same time.	



Note: fish are not to scale

Answer key

