

REQUIREMENT 4 (Example)

4A: Game selected: Go Fish (Toxic Fish!)

Standard Rules

Players are dealt 7 cards with numbers on them. If/when they have a matching set of 4 of cards, they can lay that set down before them to remove them from their hand. A player wins when they have no remaining cards in their hand.

Play order is clockwise. Choose a player to start. The player can ask one other player (whomever they choose) if they have a specific number card. If that player has any matching cards they must give all of the cards to the player who asked. The player making the request must have at least 1 card in his hand that matches what they are asking for. If the player receives a card she may go again until she does not receive a card from the player asked.

When a player is asked for a card but does not have a match he says, "Go Fish!" and the requesting player must draw a card from the draw pile. If the drawn card matches the request (show the card to all players), the player may go again. If not, play passes to the next person.

4B: Rule Changes

Some fish are toxic! If a player has a toxic fish in his hand, he must display a radioactive token so other players know he is radioactive!

At the end of a radioactive player's turn, if that player still has radioactive fish in his hand, he must display an additional radioactive token. If a player has acquired 4 radioactive tokens they immediately die from exposure, and play continues with remaining living players – carefully avoiding the corpses.

Toxic fish do not have to match by number. Any combination of 4 toxic fish counts as a match. There are 8 toxic fish cards in the deck.

If a living radioactive player no longer has any toxic fish in his hand, he has been cleansed and may return all of his radioactive tokens to the token pile.

Predictions for rule changes

- * Players will laugh and find new entertainment from a child's game
- * Radioactive players will have slight panic (in a fun way), desperate to get rid of their radioactive tokens
- * Radioactive players will be incentivized to work together, though it may not work out in their favor since one will become non-radioactive and the other may still need to seek cards from the draw pile.
- * The number of required radio active tokens must be based on the max number of players since multiple players may need to display multiple tokens
- * The number of radioactive tokens that kill a player may need to be increased when there are fewer players, like a 2-player game may need to allow 5 or 6 tokens.

4B. Other Potential Rule Changes

- * Players who lay down 4 matching toxic fish get super powers and now only have to match sets of 3. When a set of three has been matched/played the 4th of that set should be discarded (set aside in a discard pile) when drawn. If the 4th is in a player's hand they must discard that the card and draw a replacement from the draw pile.

4C. Observations

Record observations to share with counselor.

Considerations

- Considered how many toxic fish cards are needed
- Considered how to display radioactivity (have player wear something silly?) – decided on tokens so there was something countable
- Considered how many radioactive tokens are needed
- Had to keep considering how this change kept affecting other rules