

## On the Subject of Superpofishin'

*Play some Quantum Go Fish with some tricky fish.*

*Note: If only one fish appears after pressing Reel, you are looking at the wrong manual!*

To begin, press Reel. Three fish will appear representing one turn in a game of Quantum Go Fish. Use Keep and Throw to navigate between game turns.

After the last turn, all cards will be identified. Moving past this turn shows twelve fish buttons and an input display. Press Reel here to return to viewing the game turns.

Input every player's hand to solve the module. The hands can be entered in any order. Input a hand by inputting the player and all of that player's cards. These inputs can be entered in any order.

Inputting a fish that results in no possible valid inputs will result in a strike. The fish will not be input, but nothing will reset.

### House Rules

The fish are tricky, and have decided on some house rules before the game started, but aren't telling them to you. They have chosen which cards to use, and which fish represent yes and no. They have also chosen some order to show you the asked player, the asked card, and the response.

### Quantum Go Fish

Each player starts with four indeterminate cards. There are four cards of each suit, and exactly as many suits as there are players in the game.

Each player takes a turn in order, unless that player has no cards, in which case they are skipped.

On a player's turn, they ask another player "[Player], do you have a [suit] card?", where they already have a card of that suit. The asked player must truthfully respond with "Yes" or "No". If they say "Yes", they give one card of that suit to the player whose turn it is.

A question or response is only valid if the cards could have always been in some arrangement that makes it valid.

