

Go Fish (Solution)

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This is a pretty straightforward logic puzzle that requires you to deduce the sequence of events in a game of Go Fish. Looking closer at the letters on the cards, a solver can also figure out that they are assigned from A-Z twice from ace to king for clubs/diamonds and hearts/spades, which is to say, rather arbitrarily.

There are multiple logical lines to reach the correct state of the game, so this solution will simply go over the correct sequence:

Round 1:

Player	Took	From	Drew	Corresponding Letter
1	king(s)	Dealer	Queen of diamonds	Y
2	king(s)	Player 1	Ace of hearts	A
3	eight(s)	Player 5	Queen of spades	Y
4	jack(s)	Player 5	Jack of clubs	K
5	king(s)	Player 2	Five of clubs	E
Dealer	eight(s)	Player 3	Five of hearts	E

Round 2:

Player	Took	From	Drew	Corresponding Letter
1	jack(s)	Player 4	Three of spades	P
2	eight(s)	Dealer	Seven of hearts	G
3	six(es)	Player 5	Two of diamonds	O
4	six(es)	Player 3	Nine of clubs	I
5	—	—	Ace of spades	N
Dealer	five(s)	Player 5	Seven of clubs	G

Round 3:

Player	Took	From	Drew	Corresponding Letter
1	queen(s)	Player 3	Nine of hearts	I
2	nine(s)	Player 1	Seven of diamonds	T
3	nine(s)	Player 2	Six of spades	S
4	six(es)	Player 3	Queen of hearts	L
5	seven(s)	Player 2	Two of spades	O
Dealer	seven(s)	Player 5	Ten of diamonds	W

Round 4:

Player	Took	From	Drew	Corresponding Letter
1	queen(s)	Player 4	Three of hearts	C
2	threes(s)	Player 1	Ace of clubs	A
3	two(s)	Player 5	Five of diamonds	R
4	ten(s)	Dealer	Four of hearts	D
5	ace(s)	Player 2	–	–
Dealer	five(s) (everything else)	Player 3 (everyone else)	–	–

Per the flavortext, one should then look at what was drawn from the stock in order, which gives the phrase **YAY KEEP GOING ITS LOW CARD** and the answer **LOW CARD**.

Construction notes

The original pitch and first draft of this puzzle was a lot harder than the final version, both in logical steps and extraction mechanism. We decided to nerf the puzzle after initial testing resulted in at least two people suffering more than intended, and the time taken to far outscale our attempt to keep tests within an hour.

Without going into too much detail (as the mechanic may be used in a future puzzle), the original extraction involved card counting. It was a difficult construction and some of us liked how it turned out, but it just wasn't in the Advent spirit.

The final version of the puzzle was far easier to construct (although still tedious to confirm), so we constrained it further by making everyone play a perfect game; previously revealed information is known to all players and all players remember everything.