

TACKLEBOX

YOU'LL BE HOOKED


GAME OBJECTIVE

The winner of the game is the first player to reach a score of 4000 points after a number of games. This will take several rounds of play.

Number of Players:

3-4 players. 

Game Duration:

10 minutes. 

FISH MARKET

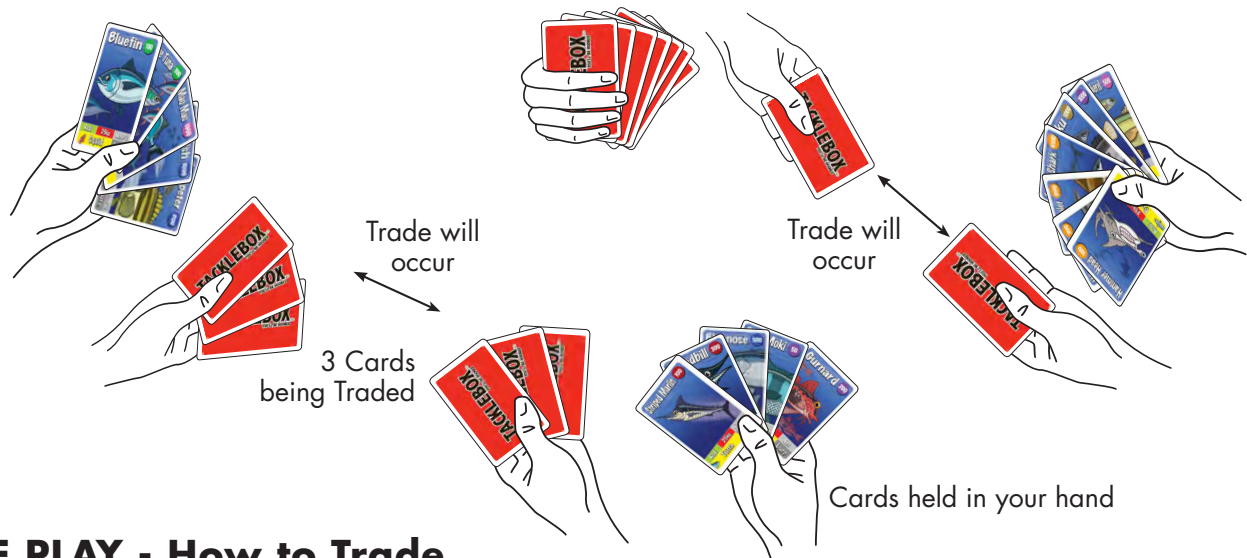
This is an extremely lively game where you trade cards continuously between players. In each round, players exchange cards in order to collect one group of 4 fish cards with the same fish points and a second group of 4 fish cards with the same fish points. The first player to do this calls the market closed for trading. Then players count their points and the highest point scorer wins that round.

GAME PREPARATION

Take the playing cards out of the box. Remove the following cards and place them back in the box:

- All Surprise Cards: Tacklebox, Snagged, Shark Attack, Bad Weather, Extreme Weather, Trading Time, Fish Finder
- All Rod, Line and Hook Cards
- The Lure, Bait Cards and All Bait Cards
- All Pots and Pot Catches
- All Net Cards and one 500 Net Catch Card

Take the 32 Fish Cards and four 300 point Net Catches and choose 2 Fish Groups per player. A Fish Group is 4 Fish cards with the same points. For example with 3 players you choose 6 Fish Groups). The rest of the cards are removed from play. Select a dealer, who then shuffles the cards and deals 8 cards face down to each player. Each player arranges their cards and chooses which 2 Fish Groups to collect without informing other players. After everyone has had time to sort out their cards, the dealer announces "The Market Is OPEN" and card trading starts immediately.



GAME PLAY - How to Trade

A player can trade any number of cards up to a maximum of 4 and they DO NOT have to be of the same value. The cards are held out face down and the player calls 'One...One..One Fish!' or 'Two...Two..Two Fish!' etc. depending on the number of cards they choose to trade. The Fish shown on the cards is never revealed during trading. Players do not take turns in this market trading frenzy. At any time cards may be exchanged with any player offering the same number of cards – just trade as quickly as you can and as often as possible - just like in the real fish markets. Players may adjust the number of cards they are offering to match an offer by another player. **REMEMBER** you can trade cards of any fish points.

The first player to collect one group of 4 fish with the same fish points and a second group of 4 fish with the same fish points (i.e. 8 cards) calls out 'MARKET CLOSED'. The player who calls 'Market Closed' receives immediately a 300 point bonus. Each player's score for that round is the value of each complete Fish Group (4 Fish Cards of the same value). For example the player who CLOSED THE MARKET will have two complete Fish Groups. If their first Fish Group of 100 point cards is Striped Marlin, Hammer Head, Bass Groper, Bluefin and the second Fish Group of 500 point cards is Bluenose, Tarakihi, Jack Mackerel and Parore then the score for that player's round is $300 + 100 + 500 = 900$ points. Other players may have higher or lower scores, for example one player in that round may have one complete Fish Group (4 Fish Cards of the same value) of a 1000 points. This then would be their score for that round. Keep records of the score by each player using a pen and paper. No points are deducted for non-matched cards.

The winner of the round (who has the highest points) shuffles the cards and deals for the next round. Any player incorrectly claiming a full set, or starting to trade before the Market is Open loses 100 points. The player will then have to work off this deficit to get into positive figures as trading resumes.

WINNER

The first player to score 4000 points over a number of games is the winner.

EXTENDED GAME - WANT TO MAKE THE GAME MORE EXCITING?

Add the Fish Finder and Extreme Weather cards to the game. Note two of the players will now receive nine cards, while the others will each receive eight cards as usual. Either of the two players with an extra card can still call 'Market Closed' when they have collected all eight cards, a first group of 4 fish with the same fish points, and a second group of 4 fish with the same fish points. Their extra card is simply discarded. If any player holds the Fish Finder or Extreme Weather Card when an opponent calls 'Market Closed' then they lose 100 points for each card held, i.e. 200 points if they hold both cards. The Fish Finder Card can also be used as a 'Wild Card'. If a player has a group of 4 fish cards with the same fish points and another group of 3 fish cards with the same fish points and the Fish Finder Card, they call out 'Market Closed' and score the normal points for both groups. If a player collects a group of 4 fish cards with the same fish points and another group of 4 fish cards with the same fish points, and they also have the Fish Finder, then they call out 'Market Holiday' and score twice the normal points for the two Fish Groups. The Fish Finder and Extreme Weather cards can be traded singly or together or with other cards. As in the basic game, players can only trade up to 4 cards at a time.

Please visit our website www.tacklebox.co.nz for more game options and advanced game play.