

## GAME OBJECTIVE

To be the first player to get rid of all your cards.

Number of Players: 2-4 players.

Game Duration: 10 minutes.



# FISHING FRENZY

## OVERVIEW

This is a fun game which is played at speed. Your adrenalin runs high and the game challenges your reflexes and mind at the same time. Recommended for the clear minded and young at heart.

## 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, Trade Time, Fish Finder
- All Rod, Line and Hook Cards
- The Lure and All Bait Cards

Select a dealer, who then shuffles the cards and deals them out to the players, one at a time, until all of the cards have been dealt. Each player deals out seven cards in a line facing upwards in front of them (this is known as their 7 card line-up) as shown below. Then they hold in their hand the remaining cards (their pack) face down without looking at them.



## GAME PLAY

A signal is given that the game can start. There are no turns in this game, everyone can start simultaneously and continue to play at their pace in getting rid of their cards. This is how the game goes:-

### A) If you have in your 7 card line-up:

**Bait Card** – you can choose to put this card(s) face up in the middle of the table. Note: this card is now available for you and all other players to place matching Fish Cards with the same bait on top of it. If you move your Bait Card to the centre of the table you can now turn over the top card of your pack and place it face up where your Bait Card was.

**Fish Cards** – quickly look to see if there is a matching Bait Card in the middle of the table and if there is, place your Fish Card quickly on top of it. Note that a Bait Card can have numerous fish cards placed on top of it. Or if you have a matching Bait Card to any one of your Fish Cards in your 7 card line-up then pick up the Bait Card first and place in the middle of the table. Then you may pick up your Fish Card and place it on the Bait Card. If you have moved your Fish Card or Bait Card to the middle of the table then turn over the top card of your pack and fill the spaces you have emptied in your 7 card line-up.

**Net or Pot Card** – you can choose to put this card face up in the middle of the table. Note this card is now available for you and all other players to place a matching Net Catch or Pot Catch Card on top of it. If you move your Net or Pot Card to the centre of the table you can now turn over the top card of your pack and place it face up where your Net or Pot Card was.

**Net Catch or Pot Catch Card** – quickly look to see if there is a matching Net or Pot Card in the middle of the table and if so place your Net Catch or Pot Catch quickly on top of the corresponding Card. Note that Net or Pot Cards can have numerous Net Catch or Pot Catch cards placed on top of it. Or if you have a matching Net or Pot in your 7 card line-up then pick up the Net or Pot first and place in the middle of the table. Then you may pick up your Net Catch or Pot Catch Card and place it on top of the corresponding card in the middle of the table. If you have moved your Catch Cards to the middle of the table then turn over the top card of your pack and fill the spaces you have emptied in your 7 card line-up.

**B) If You Can't Do Anything:** Continue to turn over the top card of your pack. If your 7 card line-up is full, then place the cards in a pile behind the line-up. Ensure the turned-over cards are placed on top of each other in such a way that the top card covers the previous card(s) with the top card being the only visible card. If you use the turned-over card you can choose to use the card underneath or continue to turn over cards from your pack until you can get rid of a card or multiple cards. Keep an eye out for opportunities in your 7 card line-up.

### End of Game:

The game ends when you have no more cards in your hand and in your 7 card line-up. The winner is the first Player to get rid of all their cards.

### Want To Make It Harder?

Try putting the Fish Cards and Pot Catches in numerical sequence. For example a Tuna Bait is placed down in the centre of the table. The first Fish Card to be placed on it could be a 600 point Black Marlin. The next cards that would be allowed to go on top of it, are either the 300 Broad Bill or the 1000 Blue Marlin. The numerical sequence can go up or down and back again. For example Tuna Bait, then a 300 Broad Bill, then 100 Striped Marlin, then a 1000 Blue Marlin and then back to a 100 Striped Marlin. You will have to be **very quick** as someone else might put their cards on first.

Please visit our website [www.tacklebox.co.nz](http://www.tacklebox.co.nz) for more game options and advanced game play.