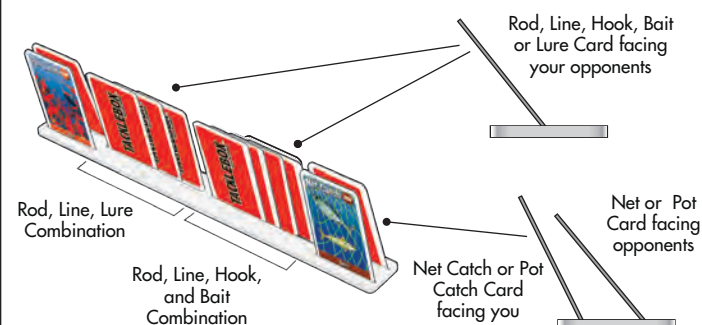


# FISHING QUOTA TACKLEBOX® YOU'LL BE HOOKED

**TACKLEBOX®** - This version of Tacklebox® is played by selecting a fishing quota. A fishing quota is determined by choosing a level of points to play to. For example 5,000 points (there are 19,500 points in the game). The player that reaches the quota first wins the game.

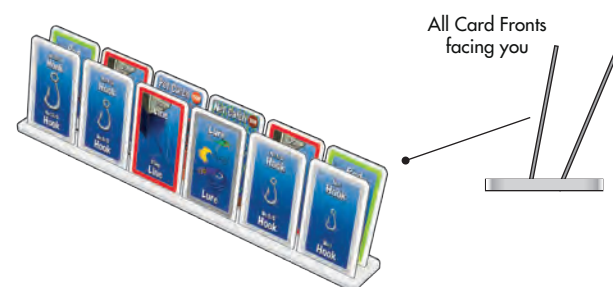
We suggest you first read through the following sections: **Game Set Up** (below), **Game Objective** to **Game Play** (overleaf) before you begin to play Tacklebox®.

## A Play Location Holder



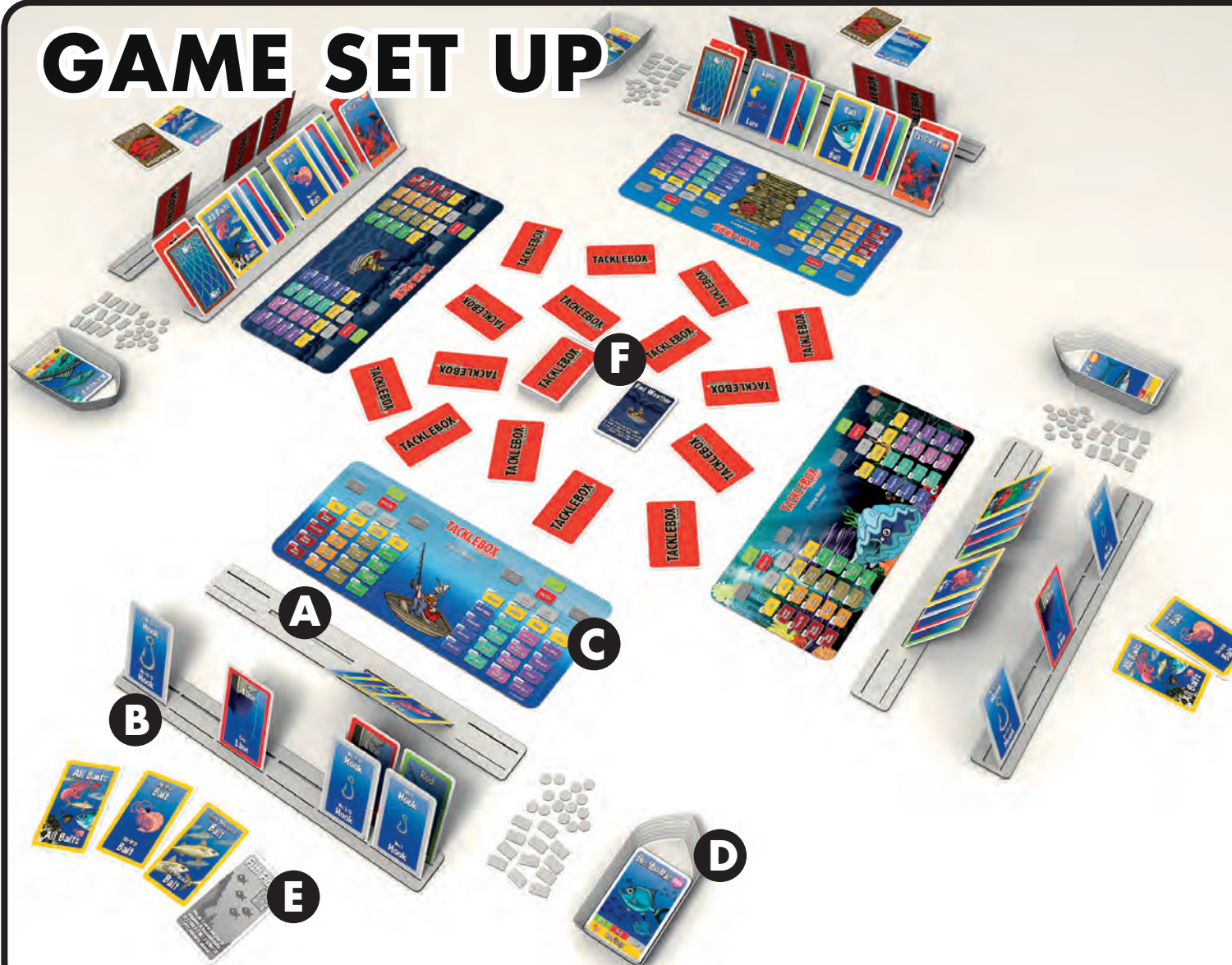
The slots in the Play Location Holder are labelled after the cards that go into them i.e. the Rod, Line, Hook, Bait or Lure that you are fishing with (Bait or Lure Card placed uppermost). You will also find slots for your Net, Net Catch, Pot and Pot Catch in the Play Location Holder. Only the fish caught on a Rod are placed in your Boat.

## B Spare Equipment Holder



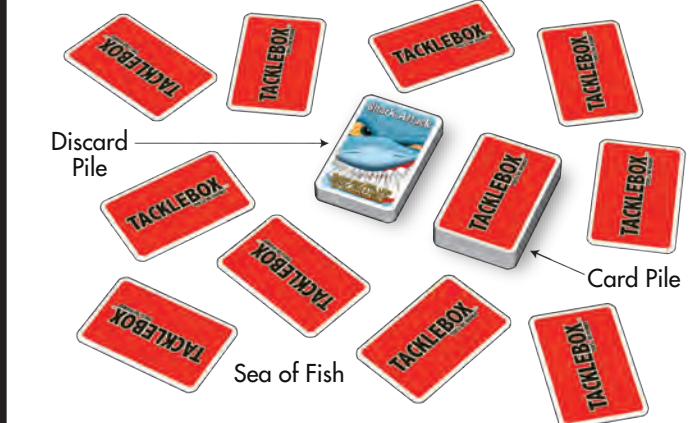
The slots in the Spare Equipment Holder are labelled after the cards that go into them i.e. the Rods, Lines, Hooks, Lure, Pot and Net that are not being played in the Play Location Holder. You have maximum limits on equipment (See overleaf for **Equipment Cards** and **Maximum Limits** in **Game Cards**). You will notice that, reading left to right, the Rod, Line and Hook combinations follow the same order as the combinations shown across the Fishing Matrix.

# GAME SET UP



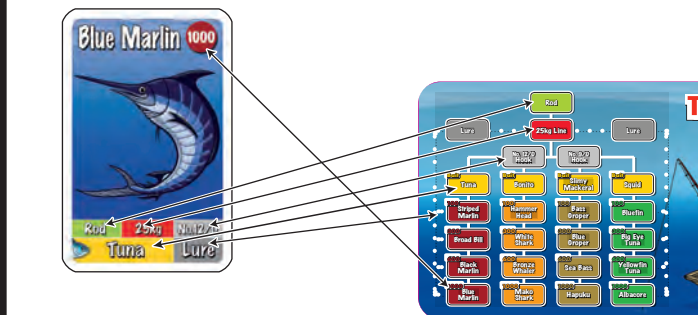
## F Card Piles & Sea of Fish

The Card Pile always has cards facing downwards and the Discard Pile always has cards facing upwards. Fish Cards, Net Catches and Pot Catches that don't qualify as a catch and some Surprise Cards are placed face down in the Sea of Fish around the Card Pile and Discard Pile stacks. Refer to **Game Play** for more information.



## Fish Card Colour Coding

Note the colour coding on the Fishing Matrix that matches the key at the bottom of a Fish Card. This colour combination indicates the correct equipment and bait or lure combination to catch the fish depicted on the card.



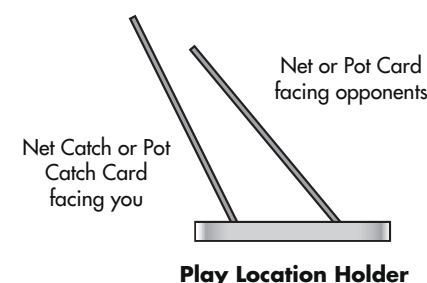
## C Fishing Matrix Board & Tokens



The Fishing Matrix tells you which Rod, Line, Hook and Bait or Lure combination is required to catch the fish of your choice and it also displays the value of each fish.

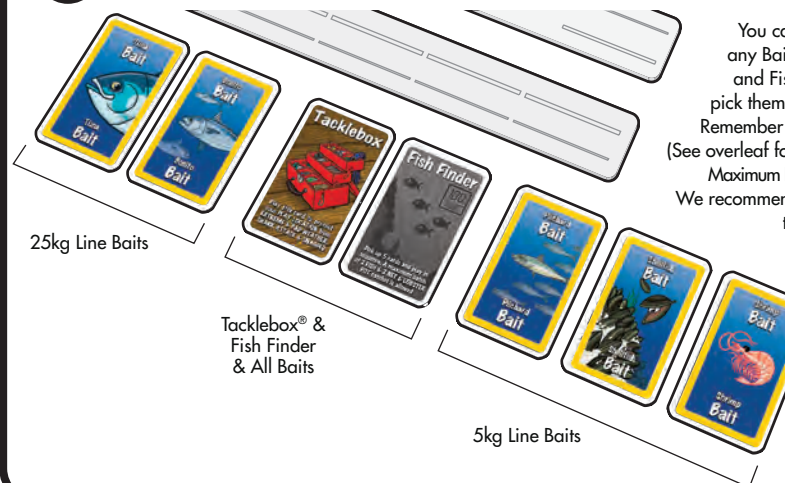
- The use of round and rectangular tokens are explained in detail overleaf in **Game Play**.
- You can use the Fishing Matrix Board to decide on your fishing strategy. For example to catch a Blue Marlin you will need a Rod, a 25kg Line, a 12/0 Hook and Tuna (or you could use a Lure instead of the Hook and Bait.)

## D Boat, Net Catches & Pot Catches



The Fish caught with a Rod go into your Boat. Once in there they are safe and will remain in your possession until the end of the game. Pot Catches must be put into your Pot Catch slot in the Play Location Holder and Net Catches must be put into your Net Catch slot in the Play Location Holder. This is because certain Surprise Cards will take your Pot and/or Net and their respective catches away. To prevent losing your Pot Catches or Net Catches, place the Pot or the Net in your Spare Equipment Holder. Your catch will then be safe.

## E Bait, Tacklebox® & Fish Finder Cards



You can place in front of you any Bait, All Bait, Tacklebox™ and Fish Finder Cards as you pick them up from the Card Pile. Remember maximum limits apply. (See overleaf for **Fish and Bait Card** Maximum Limits in **Game Cards**.) We recommend that you put them on the corresponding sides of the Fishing Matrix.


# NOW CAREFULLY READ THROUGH THE INSTRUCTIONS OVERLEAF.




# FISHING QUOTA

## GAME OBJECTIVE

The objective of the game is to be the first player to catch fish and reach the agreed number of points, the Fishing Quota. Just like fishing itself, this game requires strategy, cunning and a little bit of luck.

**Number of Players:**   
1-4 players.  
(up to 6 with the expansion pack).

**Game Duration:**   
10-20 minutes.

## GAME CARDS

Refer to the table below to see maximum limits for each card.

Equipment Cards			Surprise Cards			Fish and Bait Cards		
Total	Type	Player limits	Total	Type	Player limits	Total	Type	Player limits
8	Rod	2	2	Tackle Box	1	16	Bait (8 Types)	1 each type
12	Line	3	1	Snagged	n/a	5	All Bait	1
16	Hook	4	1	Shark Attack	n/a	5	Net Catches	No limit
2	Net	1	1	Bad Weather	n/a	3	Pot Catches	No limit
2	Pot	1	1	Extreme Weather	n/a	32	Fish Cards	No limit
1	Lure	1	1	Trading Time	n/a			
			1	Fish Finder	n/a			

## GAME PREPARATION

There are 5 simple steps in preparing to play the game:

- 1: Agree the number of points (quota) you want to fish for. Each player has the same quota. (We recommend 5,000 points to start with as the game has 19,500 points in total). The winner is the first player to reach this number of points.
- 2: Lay out the game pieces as per the GAME SET UP diagram overleaf.
- 3: Each player receives from the Card Pile the following Equipment Cards:
  - 2 x Rods • 1 x 5kg Line • 1 x 25kg Line • 1 x 1 Hook
  - 1 x 3/0 Hook • 1 x 9/0 Hook • 1 x 12/0 Hook.Place these cards in their matching named slots in the Spare Equipment Holder.
- 4: Take all the Yellow Bait Cards out of the Card Pile. Shuffle the Bait Cards and deal out 2 Bait Cards to each player who places them face up in front of themselves. If any player is dealt 2 of the same Bait Card they must return one to the Card Pile and start the game with only one Bait Card. The remaining Bait Cards are then randomly placed throughout the Card Pile.
- 5: The Card Pile is then thoroughly shuffled and placed face down in the centre of the table. You are now ready to play Tacklebox® - Fishing Quota.

## GAME PLAY

The Dealer goes first. Each Player takes it in turns to go through Steps 1 and 2 below. Players can action Step 1 even if it is not their turn.

**Step 1: Equipment Choices:**

- a) If you want to start fishing you will need a Rod, a Line, and then your choice of a Hook with either a Bait or an All Bait Card, or you can use a Lure. Use your Fishing Matrix to help you make these choices.You can fish with either 1 or 2 Rods in the Play Location Holder.

Place all of your chosen equipment cards, grouped together with the Bait or Lure Card uppermost for everyone to see, into one of the named slots in your Play Location Holder facing your opponent. (See Section **A** in **Game Set Up** overleaf).

If you want to stop fishing, or fish with one rod instead of two, you will need to bring in one or more equipment combinations and put them into your Spare Equipment Holder. The Bait Card(s) are placed in front of you. During the game you may change your equipment combination as many times as you like, and whenever you like, except during **Step 2** (Choosing a Card).

- b) If you want to catch fish with your Net, or lobsters with your Pot you will need to put out your Net and/or Pot into their matching named slots in the Play Location Holder.

If you want to stop fishing with your Net and/or Pot then you need to bring in this equipment and put it in the Spare Equipment Holder

**Reminder:** The only time you cannot change your equipment combination is once you have started **Step 2** (Choosing a Card).

**Step 2: Choosing a Card**

A player must always pick up a card, even if they are short of equipment or bait, from either the Card Pile or the Sea of Fish. You may also pick up the top card from the Discard Pile but only if it is a Rod, Line or Hook Card.

If the card you choose is a:-

**Fish Card** – you must announce to all players the name of the fish, its point value and the Bait or Lure needed to catch this fish. This is read from the bottom of the Fish Card. You then look to see if you have the matching Bait or Lure Card in your Play Location Holder. If you have the right Bait/Lure then another player must check that you have the right Line and Hook/Lure combination for that catch.

If correct, you **MUST** place the Fish Card in your Boat and return the Bait Card or Lure to the Discard Pile. Place a round token on your Fishing Matrix to mark the fish that you have just caught. All other players put a rectangular token on their Fishing Matrix to mark the Fish as having been caught.

If you do not have the correct Bait or equipment combination then place the card face down in the Sea of Fish. If the card was picked up from the Sea of Fish, then return it back to its original position. (See Section **F** in **Game Set Up**, overleaf).

**Equipment Card** – place this card in your Spare Equipment Holder. If the card you have picked up means that you now exceed the maximum limit for that equipment then the card is returned to the Discard Pile. (See **Equipment Cards** Maximum Limits in **Game Cards**).

**Bait Card** – place the card face up in front of you. (See Section **E** in **Game Set Up**, overleaf). If you already have this card in your Play Location Holder or in front of you, you must return the card to the Discard Pile.

**Net Catch or Pot Catch Card** – if you have the matching Net for the Net Catch or a Pot for the Pot Catch in the Play Location Holder, you **MUST** place the Net Catch in the Net Catch Slot or the Pot Catch in the Pot Catch slot of the Play Location Holder.

If you do not have the Net or Pot in the Play Location Holder then place the card face down in the Sea of Fish. If the card was picked up from the Sea of Fish, then return it back to its original position. (See Section **F** in **Game Set Up**, overleaf).

**Surprise Card** – If the card is the Tacklebox® or Fish Finder Card then place the card face up in front of you. (See Section **E** in **Game Set Up**, overleaf). If you already have the Tacklebox® card, you must return the card to the Discard Pile. You can play these cards at any time during the game when it is your turn. After the card has been played it is returned to the Discard Pile. All other Surprise Cards are actioned straight away and then returned, along with any lost cards, to the Discard Pile.

There are times when a Surprise Card cannot be actioned. E.g if you draw the Bad Weather Card and you do not have the Net or Pot Card in the Play Location Holder, then no cards are lost.

If the Surprise Card cannot be actioned, place it face down in the Sea of Fish. If that Surprise Card was picked up from the Sea of Fish, then return it back to its original position. (See Section **F** in **Game Set Up**, overleaf).

**End of Card Pile:**

When you come to the end of the Card Pile, the next player shuffles the Discard Pile, places it face down again and play then continues.

**Winner:**

The first player to reach the agreed Fishing Quota wins the game.

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

## GAME RULES

**EQUIPMENT CARDS**

Look for Equipment in the Card Pile and the Discard Pile.

**Rod** – Limit of 2 per player. Can be picked up from the Discard Pile.

**Line** – 5kgs or 25kgs – Limit of 3 Lines per player. You can have more than 1 of the same Line. Lines can be swapped with other lines that you pick up as long as limits are not exceeded. Can be picked up from the Discard Pile.

**Hook** – 1, 3/0, 9/0 or 12/0 – Limit of 4 Hooks per player. You can have more than 1 of the same Hook. Hooks can be swapped with other hooks that you pick up as long as the limit of 4 is not exceeded. Can be picked up from the Discard Pile.

**Lure** – This can be played instead of a Hook & Bait for particular Fish. On catching a fish this card is returned to the Discard Pile. Cannot be picked up from the Discard Pile.

**Net** – Limit of 1 per player. When played it is located in the Play Location Holder. (See Section **A & D** in **Game Set Up**, overleaf). When the Net is placed in the Spare Equipment Holder the Net Catches are safe from any Surprise Cards even though they remain in the Play Location Holder and are not put into the Boat. Cannot be picked up from the Discard Pile.

**Pot** – Limit of 1 per player. When played it is located in the Play Location Holder (See Section **A & D** in **Game Set Up**, overleaf). When the Pot is placed in the Spare Equipment Holder the Pot Catches are safe from any Surprise Cards even though they remain in the Play Location Holder and are not put into the Boat. Cannot be picked up from the Discard Pile.

**SURPRISE CARDS**

Beware of Surprise Cards! You will find these in the Card Pile, the Discard Pile and the Sea of Fish except for the Trading Time, Fish Finder and Tacklebox® Cards which can only be found in the Card Pile and the Discard Pile.

**Snagged** – You lose all your Hooks and Baits / Lure in the Play Location Holder to the Discard Pile

**Shark Attack** – You lose all your Rods, Lines, Hooks and Baits / Lure in the Play Location Holder to the Discard Pile.

**Bad Weather** – You lose your Net and Pot, as well as any of their catches in the Play Location to the Discard Pile.

If your Net or Pot is in your Spare Equipment Holder then your Net Catches and Pot Catches are safe.

**Extreme Weather** – You lose all your played equipment in the Play Location Holder as well as your Net, Pot and the respective catches to the Discard Pile.

If your Net or Pot is in your Spare Equipment Holder then your Net Catches and Pot Catches are safe.

**Trading Time** – This card enables you to trade any of your cards with cards from other players. Good negotiating skills are needed as both players must agree to the trade. Whether you decide to trade or not, the Trading Time Card is returned to the Discard Pile at the end of your turn.

**Fish Finder** – When used a player must take 5 consecutive cards and action each one in sequence. You may choose your cards from the Card Pile, the Discard Pile and the Sea of Fish. The same rules apply as per **Step 2** (Choosing a Card). Once used the Fish Finder Card is placed in the Discard Pile.

**Tacklebox®** – Limit of 1 Tacklebox® Card per player. This card protects all your cards in the Play Location Holder during a surprise. Once used, the card is placed in the Discard Pile.

**FISH & BAIT CARDS**

Look for Fish in the Card Pile and the Sea of Fish. Look for Bait in the Card Pile. Look for Net Catches and Pot Catches in the Card Pile and the Sea of Fish.

**Bait** – 8 different types – Limit of 1 of each bait type per player. Place them face up in front of you. (See Section **E** in **Game Set Up**, overleaf). Once a fish has been caught, the Bait Card used must be returned to the Discard Pile. You cannot pick up a Bait Card from the Discard Pile.

**All Baits** – Can be used on any Rod, Line and Hook combination – Limit of 1 per player. They are placed face up in front of you. (See Section **E** in **Game Set Up**, overleaf). Once a fish has been caught the All Bait Card is returned to the Discard Pile. You cannot pick up an All Bait Card from the Discard Pile.

**Fish Cards** – Fish can only be caught by a player who has the right equipment out in the Play Location Holder. See your Fishing Matrix to find out what equipment you need to catch each fish and what the point value is for each of them. The equipment combination and the point values are also specified on the Fish Card.

**Net Catches** – These fish can only be caught by a player who has a Net in the Play Location Holder. Net Catches are put in the Net Catch slot in the Play Location Holder and are never put into your Boat. (See Section **A & D** in **Game Set Up**, overleaf).

Net Catches can be used as Bait Cards but if you choose to use them as bait you will forgo the point value of that Net Catch card. Note you will have to look closely at what has been caught in the Net Catch. You will have to recognise what can be used as bait since Net Catches are not labelled.

If you catch a fish using the Net Catch card as bait you must return the Net Catch to the Discard Pile. If a Net Catch is picked up and the player does not have a Net in their Play Location Holder then place the card face down in the Sea of Fish. If the card was picked up from the Sea of Fish, then return it back to its original position. (See **F** in **Game Set Up**, overleaf).

**Pot Catches** - Lobsters can only be caught by a player who has a Pot being played in the Play Location Holder. Pot Catches are put in the Pot Catch slot in the Play Location Holder and are never put into your Boat. (See Section **A & D** in **Game Set Up**, overleaf.)

If a Pot Catch is picked up and the player does not have a Pot in their Play Location Holder then place the card face down in the Sea of Fish. If the card was picked up from the Sea of Fish, then return it back to its original position. (See Section **F** in **Game Set Up**, overleaf).