

GAME OBJECTIVE

The player holding the most cards at the end of the round is the winner.

Number of Players: 2-6 players. 

Game Duration: 15-20 minutes. 

GRAB THE CRAB

This is a fast paced game that requires lightning reflexes. Each player turns over a card in the order of play. As soon as the revealed cards show exactly a match between a fish card and a bait card, or a matching net and net catch, or a matching pot and pot catch, then the first player to **Grab the Crab** wins all of the other players' revealed cards.

GAME PREPARATION

Take the 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.

Put the **Crab** in the middle of the table. 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 then places their pile of cards (their pack) face down on the table in front of them, without looking at them.

GAME PLAY

Start the Game

The player to the left of the dealer starts the game. Each player in sequence turns over the top card of their pack and places it face up on the table in front of them. The turned-over cards are placed on top of each other in such a way that the top card covers the previous card(s) and is the only visible card. This is called your discard pile.

Turning over your cards

When turning over a card, turn the card over away from you to ensure that you do not see the card before the other players. Note: The faster you turn over the card and place it face up on the table, the sooner you will also see it.

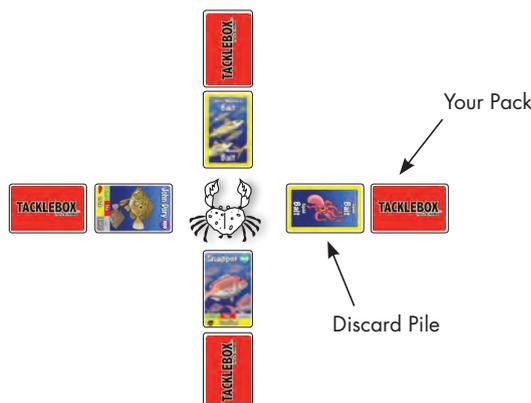
Turning a card over:



When do you Grab the Crab? (you will need lightning reflexes)

Each player must try and be the first to **Grab the Crab** as soon as the revealed cards show a match between a fish card and a bait card, or a net and a net catch, or a pot and a pot catch.

Game Layout:



The first player to **Grab the Crab** wins all of the other players' discard piles. The player then puts these cards face down at the bottom of their pack and starts a new round by turning over the top card.

If a player **Grabs the Crab** and the revealed cards are not a correct match between a fish card and bait card, or a net and net catch, or a pot and pot catch, then they must give each player one card from their concealed card pile as a penalty.

When you run out of cards (if there are more than two players in the game)

When a player runs out of cards they can still be in to win as long as their discard pile is in play. They must be the first to Grab the Crab to stay in the game. If not they are out of the game.

End of the game

The game is over when there are only two players remaining and one player runs out of cards.

Winner

You can stop the game anytime and the player who holds the most cards at the end of the round is the winner.

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