

THE MEMORY GAME

This is an extended game of Tacklebox® Quick Start but this game will challenge your memory skills in card placement.

GAME PREPARATION

Take the cards out of the box. Remove all Rod, Line and Hook cards and place back into the box.

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 them (**this is known as your play location**). If a player has 2 of the same Bait Cards, one is returned to the Card Pile and another Bait Card drawn. The remaining Bait Cards are then randomly placed throughout the Card Pile.

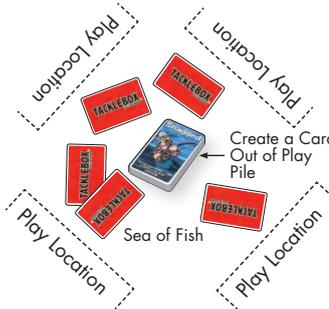
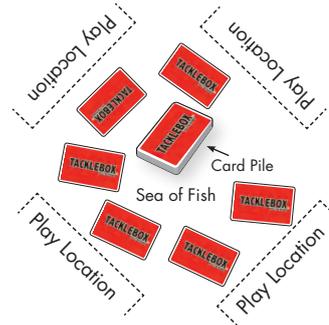
The Card Pile is thoroughly shuffled and placed face down in the centre of the table. You are now ready to play Tacklebox® – The Memory Game.

Discard Area Layout (cards placed face up in sequence next to each other):



Card Layout once the game has started.

New Card Area when you have come to the end of the original card pile:



GAME PLAY

The Dealer goes first. Players take it in turns to take a card from the Card Pile **OR** the Sea of Fish. A player must always pick up a card, even if they are short of bait.

If the card is a:-

Fish Card – you must call out the name of the fish, its point value and the Bait or Lure needed to catch this fish. If you have the matching Bait or Lure Card, or you have an All Bait Card, you **MUST** place the fish card face up in your play location and return the Bait, All Bait or Lure Card to the Discard Area, face up as shown above. If you do not have the matching Bait then the Fish Card is placed face down into the Sea of Fish.

Bait, All Bait or Lure Card – place the card face up in your play location. If you already have this card, you must return the card to the Discard Area, face up as shown above, and no further card is drawn on this turn.

Net or Pot Card – place the card face up in your play location. If you already have this card, you must return the card to the Discard Area, face up as shown above and no further card is drawn on this turn.

Net Catch or Pot Catch Card – if you have the matching Net for the Net Catch or a Pot for the Pot Catch you **MUST** place the Net Catch or Pot Catch face up in your play location. If you do not have the Net or Pot then the card is placed face down into the Sea of Fish.

Surprise Card – If the card is the Tacklebox® or Fish Finder Card then place the card face up in your play location. If you already have the Tacklebox® Card, you must return the card to the Discard Area, face up as shown above with no further card drawn on this turn. You can play these cards at any time during your turn. After being played, the Card is returned to the Discard Area, face up as shown above. All other Surprise Cards are actioned, if possible, by following the instructions on the card and returned, along with any lost cards, to the Discard Area, face up and placed in any sequence you choose.

End of Card Pile: New Card Area

When you come to the end of the Card Pile, take one minute to study the position of cards in the Discard Area. Then turn these cards over, face down and ensure you keep them in their same position. With the cards now facing down, this location now becomes the New Card Area. Play continues and players can now pick a card from anywhere in the New Card Area. You will need to create a Cards Out of Play Pile for discarded cards.

End of Game:

Is when all the fish are gone from the Sea of Fish or there are no more cards left in the New Card Area. The winner is the Player who has the most points.

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