

SOLITAIRE TACKLEBOX

YOU'LL BE HOOKED

SOLITAIRE Tacklebox® - You've played the multi-player version. Now, you can play the Solitaire version. It's easy, quick and great fun!

A Fish, Bait and All Bait Cards

Name of fish

Points value of the fish

Rod, Line, Hook panels are not used

Tuna Lure

This tells you what bait you will need to catch this fish

All Bait

Tuna Bait

GAME SET UP

Stock

Tableau

Discard Pile

Play Location Area

Boat

Your Hand

E Tacklebox® and Surprise Cards

You lose:

- Net
- Pot
- Net Catches
- Pot Catches
- Baits
- Lure

Protects you: From a Surprise Card (only used once).

You lose:

- Baits
- Lure

You lose:

- Nets
- Pot
- Net Catches
- Pot Catches

You lose:

- Baits
- Lure

B Fish and Lure Card

Name of fish

Points value of the fish

Rod, Line, Hook panels are not used

Tuna Lure

This tells you whether you can use a Lure to catch this fish

Lure

C Pot and Pot Catches

Pot

Pot

Points value

Name of catch

This tells you that you need a Pot to pick up the Pot Catch Card

Pot Catch 1500

Pot Catch

D Net and Net Catches

Net

Net

Points value

Name of catch

This tells you that you need a Net to pick up the Net Catch Card

Net Catch 500

Net

NOW CAREFULLY READ THROUGH THE INSTRUCTIONS OVERLEAF.

SOLITAIRE

GAME OBJECTIVE

The aim is to catch all the fish to gain the maximum 19,500 points.

Number of Players:  1 player only.

Game Duration:  15-20 minutes.

GAME CARDS

Equipment Cards		Surprise Cards		Fish and Bait Cards	
Total	Type	Total	Type	Total	Type
1	Net	2	Tacklebox®	16	Bait (8 Types)
1	Pot	1	Snagged	5	All Bait
1	Lure	1	Shark Attack	5	Net Catches
		1	Bad Weather	3	Pot Catches
		1	Extreme Weather	32	Fish Cards

GAME PREPARATION

Fewer cards are used for the Solitaire version of Tacklebox®, than for the multi-player version. Take the cards out of the box. Remove the following cards and put them back in the box as they are not used for Tacklebox® Solitaire:

Cards to be removed		What you play with	
Total	Type	Total	Type
1	Pot	32	Fish Cards
1	Net	16	Named Bait Cards
All	Rods	5	All Bait Cards
All	Lines	1	Lure
All	Hooks	1	Pot
1	Fish Finder	3	Pot Catch Cards
1	Trading Time	1	Net Card
		5	Net Catch Cards
		2	Tacklebox Cards
		4	Surprise Cards

It is really important to ensure the cards are thoroughly shuffled before dealing them.

Card Information

Each fish card tells you what Bait you will need to catch this fish. It may also show if you can use a Lure to catch this fish. The other information on the cards is not used in the Solitaire version of the Tacklebox® game.

The Deal

Deal 5 cards face down in a row across the table. Deal 3 more rows of 5 cards face down and then deal a final row of 5 cards face up on each column. You now have 5 rows of 5 cards. This is the tableau. The remaining cards are the stock and are left face down until needed. (See **Game Set Up** overleaf)

GAME PLAY

Once you've played the game a couple of times you'll better be able to understand that, as with real fishing, some strategy or cunning works wonders. These instructions take you through the basic plays.

Once the cards have been dealt, review the possible options available to you.

Note: The only cards that are 'safe' from the "Surprise" Cards, are cards in the tableau, in your hand, or in the boat.

To "catch" fish you must pair a Fish Card with the appropriate Bait Card or Lure. The Fish Card is then placed in the Boat.

So let's get started.

If named Bait Cards appear on the tableau, pick them up and put them in your Hand. When an All Bait Card, a Lure, a Pot, or a Net appears, place it in the Play Location Area. (See **Game Set Up** overleaf)

Note: Depending on your strategy you may choose not to pick up playable cards immediately.

When a Tacklebox® Card appears, place it on the table in the Play Location Area. (See **Game Set Up** overleaf) This card is now available to counteract any one of the Surprise Cards.

When you have played a named Bait Card (from your hand) i.e. the first use of the card, place it down on the table in front of you and move the fish you caught, with that bait, into the Boat. The next time the named Bait Card is played it is moved into the Discard Pile and of course the fish goes into your Boat.

When the play comes to a standstill, deal another complete row of 5 cards face up on the bottom of each column of cards, including any spaces.

Bait Cards

There are two types of Bait Cards

- Named Bait Cards, e.g., Squid Bait, Pilchard Bait etc.
- "All Bait" Cards

Named Bait Cards can be taken into your Hand. When a named Bait Card is used for the first time it is placed in the Play Location Area ready for its next use. It can only be used twice, so the next time it is used it is moved to the Discard Pile.

An "All Bait" Card or Lure can only be used once, so is never taken into your Hand. It is placed in the Play Location Area, and once played is moved to the Discard Pile.

Tacklebox® Cards

These are cards that will negate the effect of the Surprise Cards. However you have only 2 of these at your disposal. Once played, the Tacklebox® Card is moved to the Discard Pile.

Surprise Cards

Beware of Surprise Cards! They can 'block' a column. Part of the strategy is to use your Tacklebox® Cards wisely to minimise the effect these Surprise Cards have on the outcome of the game. The table below describes the effect of the Surprise Cards.

Card	What you lose
Snagged	Baits and Lure if in the Play Location
Shark Attack	Baits and Lure if in the Play Location
Bad Weather	Net and Pot as well as any of their catches if in the Play Location
Extreme Weather	Net and Pot as well as any of their catches plus Baits and Lure if in the Play Location

When played, the Surprise Card is placed in the Discard Pile.

End of Game and Scoring

The game ends when you have exhausted all possible moves and all cards have been dealt to the tableau. Count up the value of the Fish Cards in your Boat, as well as Pot Catches and Net Catches.

How did you do?

Rating	Points required
Grand Master	19,500
Master	10,050 - 19,450
Apprentice	5,050 - 10,000
Beginner	0 - 5,000

Want to make it harder?

You can play Tacklebox® Solitaire at four different levels of challenge and use the above rating table to see how good you are.

Level of Challenge	Cards & Tableau
Level One - (Easy)	As per Game Preparation & Game Play
Level Two - (Medium)	Remove some or all of the All Bait Cards
Level Three - (Hard)	Remove all 5 All Bait Cards & the Lure Card
Level Four - (Hardest)	Remove all 5 All Bait Cards, Lure Card. The new tableau is dealt with 5 cards face down in a row across the table. Deal now 4 more rows of 5 cards face down and now deal the final row of 5 cards face up on each column. You now have 6 rows of 5 cards.

GAME RULES

1. The face-up cards are available for play at any time.
2. When all the face-up cards in a column have been played, turn over the next card in the column.
3. You cannot fill a 'space' (a column where all cards have been played) with a card from another column.
4. "All Bait" Cards and the "Lure" Card can be played only ONCE.
5. Tacklebox® and Surprise Cards can be played only ONCE.
6. Named Bait Cards are played TWICE only.
7. You must have a **Pot** Card before you can uplift Pot Catch Cards. As with real fishing, any amount of lobsters can go into a Pot.
8. You must have a **Net** Card before you can uplift Net Catch Cards. As with real fishing, any amount of net catches can go into a Net.
9. You must have the correct Bait Card for the fish you want to catch (or you can choose to use one of your All Bait Cards.).
10. The Lure Card can only be used if the Fish Card shows that a Lure can catch that fish.
11. A Surprise Card is moved to the Discard Pile once played. (See Section **C** in **Game Set Up** overleaf.)
12. When the play comes to a standstill, deal another complete row of 5 cards face up on the bottom of each column of cards, including any spaces.

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