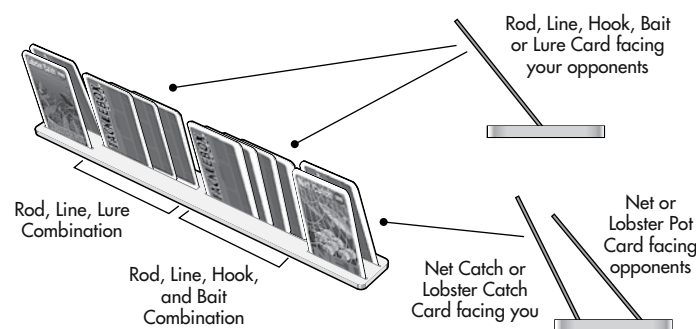


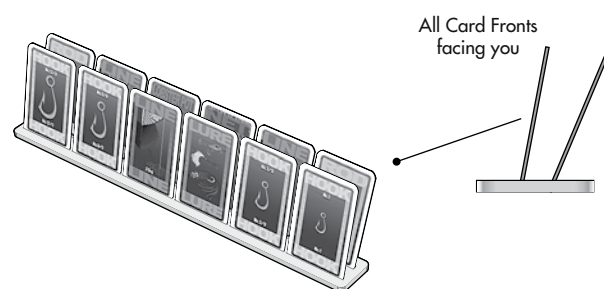
# TEAM PLAY TACKLEBOX® YOU'LL BE HOOKED

## A Play Location Holder



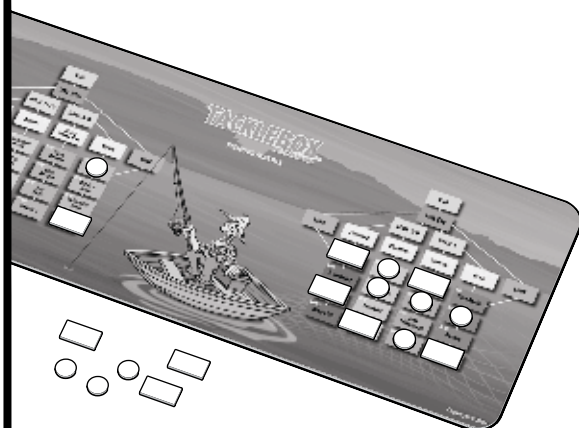
The slots in the Play Location Holder are labelled after the cards that go into them i.e. the Rod, Line, Hook, Bait or Lure that you are fishing with (Bait or Lure Card placed uppermost). You will also find slots for your Net, Net Catch, Lobster Pot and Lobster Catch in the Play Location Holder. Only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

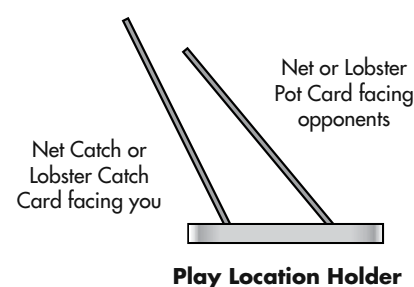
## C Fishing Matrix Board & Tokens



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.

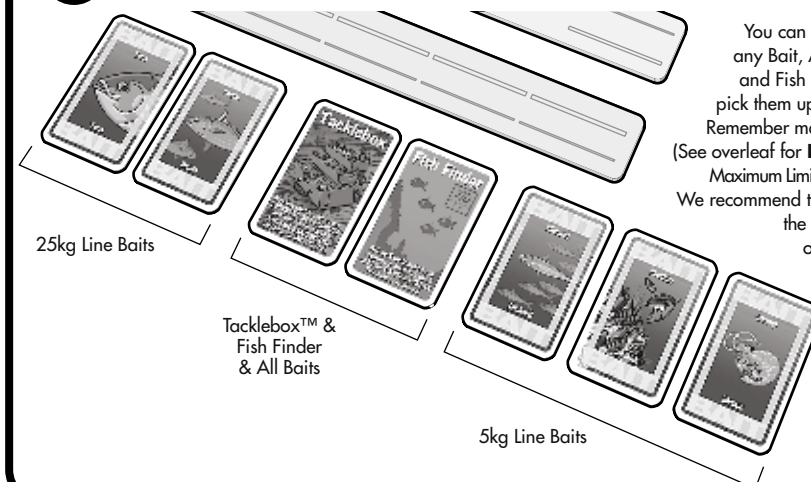
- The use of round and rectangular tokens are explained in detail overleaf in **Game Play**.
- You can use the Fishing Matrix Board to decide on your fishing strategy. For example to catch a Blue Marlin you will need a Rod, a 25kg Line, a 12/0 Hook and Tuna (or you could use a Lure instead of the Hook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

## D Boat, Net Catches & Lobster 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. Lobster 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 Lobster Pot and/or Net and their respective catches away. To prevent losing your Lobster Catches or Net Catches, place the Lobster Pot or the Net in your Spare Equipment Holder. Your catch will then be safe.

## E Bait, Tacklebox™ & Fish Finder Cards

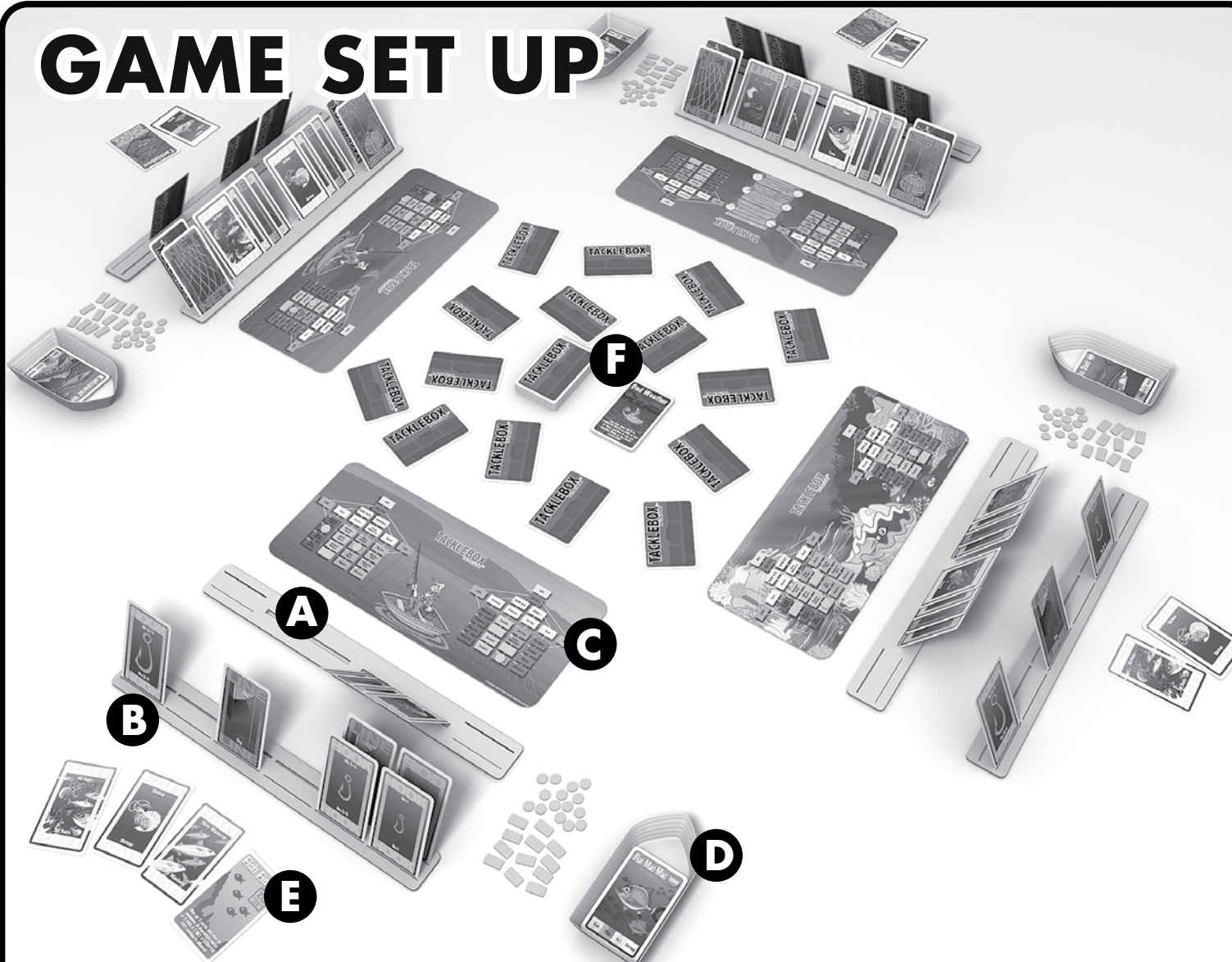


You can place in front of you any Bait, All Bait, Tacklebox™ and Fish Finder Cards as you pick them up from the Card Pile. Remember maximum limits apply. (See overleaf for **Fish and Bait Card Maximum Limits in Game Cards**.) We recommend that you put them on the corresponding sides of the Fishing Matrix.

**Tacklebox®** can be played in teams. Note you will have to have a Tacklebox® game per team. There are a number of Team Play options e.g. **Option 1: Tacklebox® Quick Start:** Quick start Game Instructions apply. The first team to catch all the fish wins the game. **Option 2: Tacklebox® Fishing Quota:** Fishing Quota Game Instructions apply. You set a fishing quota, i.e. a maximum number of points are agreed on (we recommend 5000 points to start with) and the first team to reach this number of points wins. **Or** play for ½ an hour and the winner is the team who has the highest number of points in that ½ hour. **Option 3: Tacklebox® Selected Fish:** Selected Fish Game Instructions apply. You select the fish to be caught (we recommend 10 fish plus 5 Net Catches and 3 Lobster Catches to start with) and the first team who catches all the fish in this selection wins.

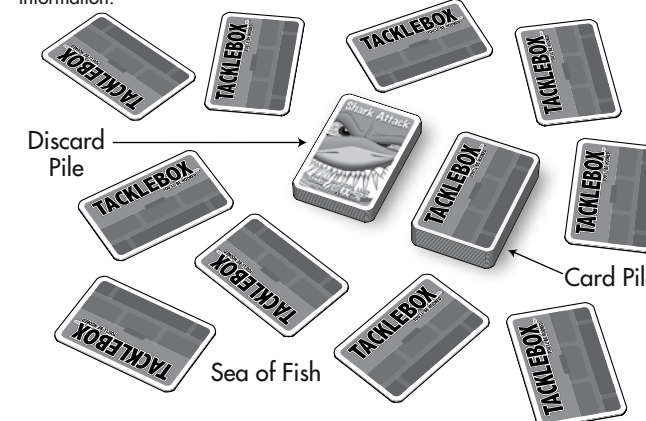
**These game instructions focuses on Tacklebox® Team Play: Selected Fish with a Scoring Sheet to determine the winning Team.**

## GAME SET UP



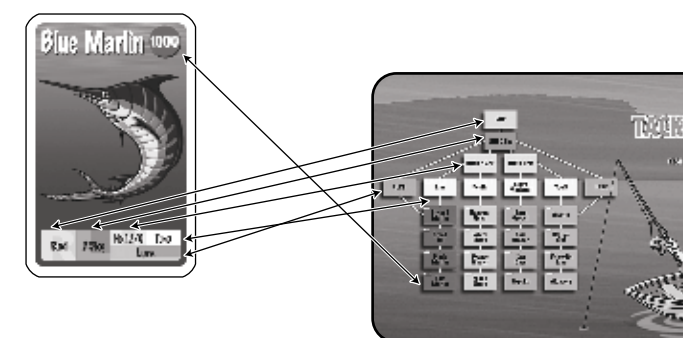
## F Card Piles & Sea of Fish

The Card Pile always has cards facing downwards and the Discard Pile always has cards facing upwards. Fish Cards, Net Catches and Lobster 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.




# NOW CAREFULLY READ THROUGH THE INSTRUCTIONS OVERLEAF.



# TEAM PLAY

## GAME OBJECTIVE

The objective of the game is to accumulate the most Fish cards in your selected fish group within the agreed time limit. Just like fishing itself, this game requires strategy, cunning and a bit of luck.

**Number of Players:**  2-4 players.  
(up to 6 per team with the expansion pack).

**Game Duration:** 20-40 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	Lobster catches	No limit
2	Lobster Pot	1	1	Extreme Weather	n/a	32	Fish cards	No limit
1	Lure	1	1	Trade Time	n/a			
			1	Fish Finder	n/a			

## GAME PREPARATION

There are 10 steps in preparing to play this game:

- 1: Agree the number of selected fish each team are to catch. (We recommend 10 Fish plus 5 Net Catches and 3 Lobster Catches to start with.)
- 2: Decide on the time you wish to fish for.
- 3: Make up equal numbers of teams.
- 4: Each team then writes down their selection of fish they are going to catch while not sharing this information with other teams. See how scoring works and how to determine the winning team before you make your selection.
- 5: All teams write their team name on this selection and it is placed in a container with the other team's selections.
- 6: Each team splits up and one member of your team sits on your opponents table.
- 7: Lay out the game pieces as per the GAME SET UP diagram overleaf.
- 8: 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.

- 9: 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.
- 10: The Card Pile is then thoroughly shuffled and placed face down in the centre of the table. You are now ready to play Tacklebox® - Team Play.

## 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 to catch the selected fish. 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 **C** 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 Lobster Pot you will need to put out your Net and/or Lobster Pot into their matching named slots in the Play Location Holder.

If you want to stop fishing with your Net and/or Lobster 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, even though it is not a selected fish, 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 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 Lobster Catch Card** – if you have the matching Net for the Net Catch or a Lobster Pot for the Lobster Catch in the Play Location Holder, you **MUST** place the Net Catch in the Net Catch Slot or the Lobster Catch in the Pot Catch slot of the Play Location Holder.

If you do not have the Net or Lobster 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 Lobster 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 Game:

When the agreed time is up, then the game play stops. Each team takes out of the container their selection of fish and uses the Team Play Scoring Sheet to work out which team has won.

## 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** 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.

**Lobster Pot** – Limit of 1 per player. When played it is located in the Play Location Holder (See Section **A** in **Game Set Up**, overleaf). When the Lobster Pot is placed in the Spare Equipment Holder the Lobster 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 Trade 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 Lobster Pot, as well as any of their catches in the Play Location to the Discard Pile.

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

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

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

**Trade 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 Trade 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 Lobster 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. The equipment combination is 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** 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).

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

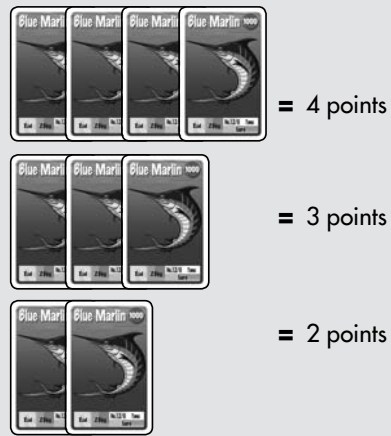
If a Lobster Catch is picked up and the player does not have a Lobster Pot in their Play Location Holder then place the card face down in the Sea of Fish. If the card was picked up from the Sea of Fish, then return it back to its original position. (See Section **F** in **Game Set Up**, overleaf).

# TEAM PLAY SCORING SHEET



## SCORING

### A. Points for same Fish Cards



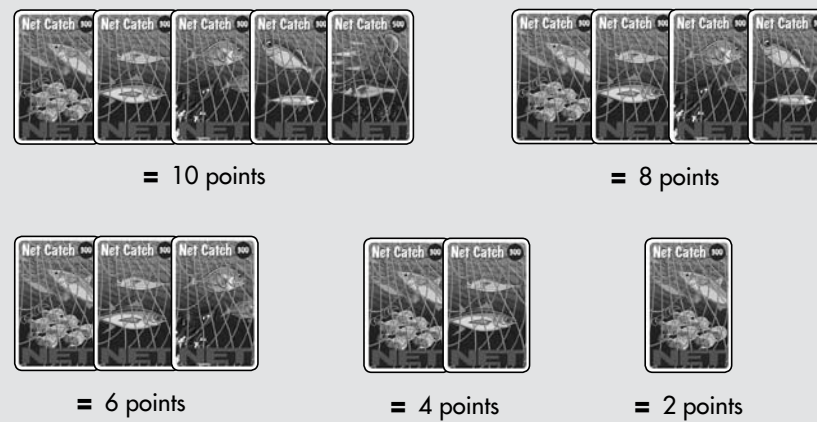
E.g. Every same Fish Card = 1 point

### B. Points for Lobster Catches



E.g. Every Lobster Catch = 2 points

### C. Points for Net Catches



E.g. Every Net Catch = 2 points

How to determine the winning team.

Note: The points value on the cards are not used for this Team Play version of Tacklebox®

### D. Points for Consecutive Fish Cards

Consecutive number of Fish Cards	2	3	4	5	6	7	8
Points for consecutive Fish Cards							
Rows	4	5	6	7	8	9	10
Columns	4	6	8	N/A	N/A	N/A	N/A
Diagonals	4	5	6	N/A	N/A	N/A	N/A

## Examples of matching Caught Fish to the Fish Selection and calculating the score

### Step 1: Team 1 - Selection of 10 Fish on the 25kg line size

KEY: 10 Selected Fish ☒

Striped Marlin	Hammer Head	Bass Groper	Bluefin
Broad Bill	White Shark	Blue Groper	Big Eye Tuna
Black Marlin	Bronze Whaler	Sea Bass	Yellow Fin Tuna
Blue Marlin	Make Shark	Hapuka	Albacore

+

### Step 2: Matching Caught Fish to Fish Selection - in this example there are 12 Fish Cards = 12 points

#### 25KG LINE

Striped Marlin	Hammer Head	Bass Groper	Bluefin
Broad Bill	White Shark	Blue Groper	Big Eye Tuna
Black Marlin	Bronze Whaler	Sea Bass	Yellow Fin Tuna
Blue Marlin	Make Shark	Hapuka	Albacore

#### 5KG LINE

Mahi Mahi	Trevally	Herring	Blue Moki
Trumpeter	Kahawai	Slimy Mackerel	Gunard
Bluenose	Tarakihi	Jack Mackerel	Parore
King Fish	Snapper	Blue Maomao	John Dory

=

### Step 3: Calculation

Selection	Fish Cards within selection	Points
Multiples:	<b>2 Striped Marlin</b>	<b>2</b>
	<b>2 Bluefin</b>	<b>2</b>
	<b>2 Yellow Fin Tuna</b>	<b>2</b>
Lobsters:	<b>Lobster Catches</b>	<b>0</b>
Nets:	<b>Net Catches</b>	<b>0</b>
Rows:	<b>1 x row of 4 fish</b>	<b>6</b>
Columns:	<b>1 x column of 4 fish</b>	<b>8</b>
Diagonals:	<b>none</b>	<b>0</b>
<b>TOTAL</b>		<b>32</b>

### Step 1: Team 2 - Selection of 10 Fish on 25kg and 5kg line size

KEY: 10 Selected Fish ☒

Bass Groper	Bluefin	Mahi Mahi	Trevally
Blue Groper	Big Eye Tuna	Trumpeter	Kahawai
Sea Bass	Yellow Fin Tuna	Bluenose	Tarakihi
Hapuka	Albacore	King Fish	Snapper

+

### Step 2: Matching Caught Fish to Fish Selection - in this example there are 11 Fish Cards = 11 points

#### 25KG LINE

Striped Marlin	Hammer Head	Bass Groper	Bluefin
Broad Bill	White Shark	Blue Groper	Big Eye Tuna
Black Marlin	Bronze Whaler	Sea Bass	Yellow Fin Tuna
Blue Marlin	Make Shark	Hapuka	Albacore

#### 5KG LINE

Mahi Mahi	Trevally	Herring	Blue Moki
Trumpeter	Kahawai	Slimy Mackerel	Gunard
Bluenose	Tarakihi	Jack Mackerel	Parore
King Fish	Snapper	Blue Maomao	John Dory

=

### Step 3: Calculation

Selection	Fish Cards within selection	Points
Multiples:	<b>2 Sea Bass</b>	<b>2</b>
Lobsters:	<b>Lobster Catches</b>	<b>0</b>
Nets:	<b>Net Catches</b>	<b>0</b>
Rows:	<b>1 x row of 4 fish</b>	<b>6</b>
Columns:	<b>2x column of 4 fish</b>	<b>16</b>
Diagonals:	<b>none</b>	<b>0</b>
<b>TOTAL</b>		<b>35</b>

The game winner is Team 2 with 35 points.