

6-TAC Rules Supplement

Game Components

Quick Start Rules

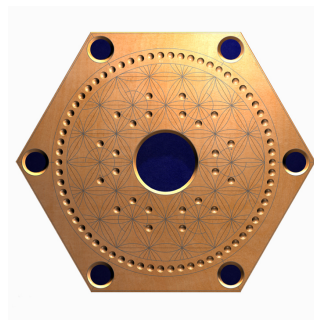
TACTik

1 6-TAC game board

24 marbles: 4 each of 6 different colors

110 cards, including:

- 104 playing cards
- 4 information cards
- 2 blank cards



Object of the Game

Three teams of two players race to bring their marbles home: the first team to bring all their marbles home is the winner. The two remaining teams can compete for 2nd place.

Game Preparation

The enclosed deck of playing cards is the same as that used for normal (4 player) TAC. To prepare for play of 6-TAC you will need to modify the deck as follows:

Basic Version: To play the Basic Version of 6-TAC remove the following cards from the deck: two cards with the number 12, one card with the number 9, and one card with the number 10. Also remove the Jester, the Angel, the Warrior, and the Devil. 96 cards will remain in the deck.

Master Version: To play the Master Version of 6-TAC remove only two cards with the number 12 from the deck. The Jester, Angel, Warrior, Devil, and all cards numbered 9 and 10 should be used. Thus, 102 cards will remain in the deck.

Rules

The rules for 6-TAC are identical to those for normal TAC, *except for the number of cards dealt during each round of play*. Please see the Quick Start Rules sheet and the TAC rulebook for complete details of play.

Basic Version: During the first and second round each player is dealt 5 cards; in the third round each is dealt 6 cards. After three rounds the discard pile is reshuffled to create a new play deck.

Master Version: During the first round each player is dealt 6 cards, in the second round 5 cards, and in the third round 6 cards again. After three rounds the discard pile is reshuffled to create a new play deck.

Variations

6-TAC with two teams of three players

Two teams of three players race to bring their marbles home. During the swap phase each player passes one card to his partner on the left, rather than the player sitting opposite. After a player has finished he continues to play, using his cards to help his partners. In effect, both partners' marbles are now shared with the finished player: the finished player must still play a card if possible, and may use any card to move a marble of either partner. The winner is the team that brings home all 12 marbles first.

6-TAC with one team of six players

Rather than play against each other, all six players may play together as a team, striving to bring all 24 of their marbles home with as few cards as possible. Each player still controls only his own marbles until finished, and still swaps with his 'partner' (the player facing him); when a player finishes he may thereafter use his cards to help his partner. After *both* partners are finished they may use their cards to move the marbles of the other players.

6-TAC for 3 players

Each player controls two sets of marbles starting on opposite sides of the board. In a round each player receives two sets of cards, one for each color. These cards must be kept separate and are only used for their respective colors. Essentially, each player is playing the role of two players, with all the normal rules and restrictions applying. The winner is the player who brings home all 8 marbles first.

In this version you naturally know how to swap the best as you know all cards, but good tactics are also needed.

Have fun!