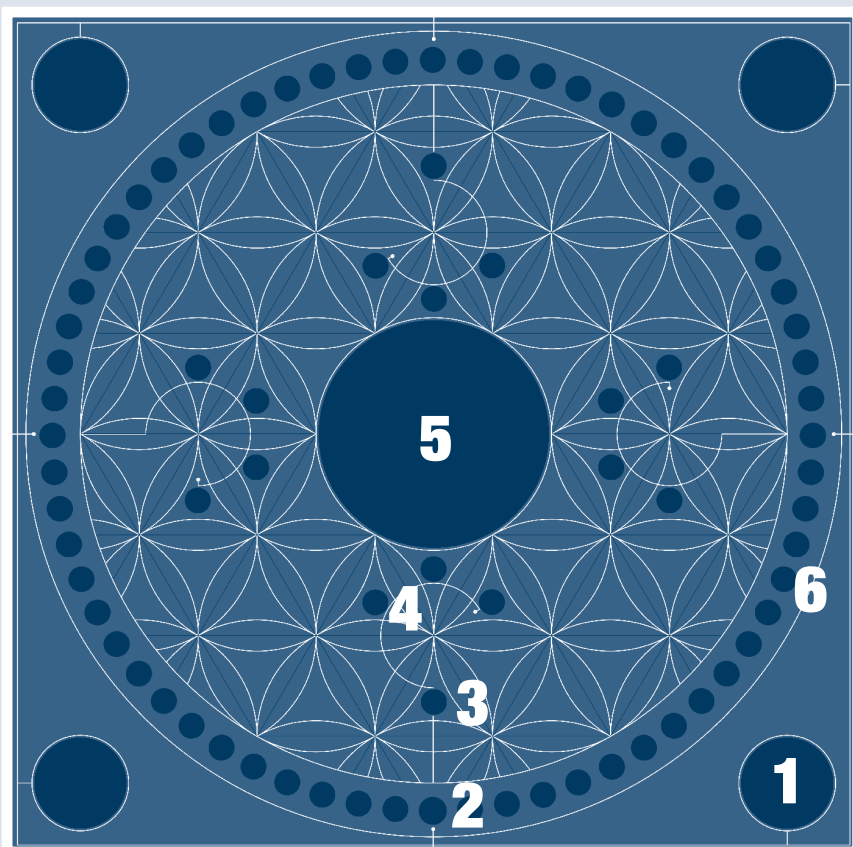


- | | |
|---------------------------|-----------------------------|
| 1 front field player 1 | 4 target fields of player 1 |
| 2 starting field player 1 | 5 centre |
| 3 house of player 1 | 6 circle of game |

Player 3 (Team A)



Player 1 (Team A)

Congratulations

TAC is the only tactic board game that is played in teamwork. It offers completely new game dimensions and unexpected possibilities. Discover the special fun of playing in a team. Discover the world of TAC.

Idea of the game

2 - 4 (ideal for 4 players)

In case you want to play TAC with two or three persons please look into the rule book "TACtik".

Age

From 8 years on.

Duration of the game

About 45 - 60 minutes

Content of the game

- This short instruction
- 1 Tactic (detailed instruction)
- 4 information cards
- 1 game board
- 16 game balls (4 of each colour)
- 104 playing-cards (thereof 4 playing-cards for the master version)
- 2 fly leaves
(can be used as substitution cards)

Preparation of a game with 4 players

By agreement or draw 2 teams of 2 players each are determined, who then sit down facing each other.

Each player selects 4 balls of one colour and puts them in his front field. Each player gets an information card and puts it down in front of him with the side "basic version" up. On this card the functions of the special cards can be looked up any time. All playing-cards with a special function are red, all the other cards are black.

From the two card packages both the top card and the 4 master cards (fool, angel, devil, warrior) are taken and put back in the box. The top cards can be kept as substitution cards. The master cards will only be used in the master version (see "TACTik").

To give you a better overview, take out the 4 TAC cards before the first game as well. 96 cards in total remain in the pile.

Player 4 (in case you have not agreed otherwise, this is the player with the black balls) shuffles the pile, distributes clockwise 5 cards to each player and places the remaining pile before the next player clockwise (player 1). In order to get acquainted with the game, it is recommended to play the first rounds with open cards.

The game starts

Each player informs all the others if he is able to play an opening card. Opening cards are 1 and 13 - they allow the player to draw a ball from his front field to his starting field.

In case he has one or several opening cards he says for instance: "I am coming out". When he has no opening card he says: "I won't come out".

Now, each player swaps one card with his team partner. **Attention:** it has to be swapped!

You can discuss the card swapping openly (after the open introduction rounds the playing-cards for swapping are shoved front down across the table and taken up by all players at the same time). Decide yourself from what time on you want to continue the game with covered cards. From then on arrangements are not permitted anymore.

HINTS

- if a player has more than one opening card it is sensible to hand one over to his team partner, especially if the partner previously announced: "I won't come out".
- If a player does not have an opening card at the beginning he should give his game partner his "best" card (e.g. the 4 or the Trickser).

Player 1 starts the game by putting one card openly in the middle and carries out the action with his ball. **Attention:** put down first, then move! He can open the first round with one opening card only. If player 1 has no

opening card before him he has to put one of his unused cards openly in the middle of the board. Consequently, players 2, 3 and 4 act clockwise.

Each player tries to bring home his balls as soon as possible. He can either draw clockwise around the game circle and then into his house by using normal cards or shorten the way into the house by using special cards: for example the 4 (the 4 is the only card with which one can move backwards, counter-clockwise).

Draw back with the 4 from the starting field and then, during the next round, draw directly into the house with the appropriate card (for example 5, 6, 7 or 8), or draw forward 1, 2 or 3 fields and then draw backwards into the house during the next round, e. g. with the Trickser: the Trickser allows the player to swap two optional balls on the game field (balls which are already in the house must not be swapped). **Attention:** One has to swap, even if this means a disadvantage for one's own team.

Special case

If the ball of one player is swapped directly on his/her starting field, it can subsequently be drawn directly into the house, e.g. with the 1, 2, 3, 4 or 7.

After 5 rounds all distributed cards have been played. Now, player 1 distributes 5 new cards from the remaining pile to each player. Again, each player informs if he has an opening card and swaps one card with his team partner

afterwards. This procedure is repeated each time new cards have been distributed. Now, player 2 starts the new round.

HINT

In order not to have the middle too crowded, take away the assembled cards from the middle from time to time and place them before the next shuffler (in that case player 1) front side up. If all cards of the pile have been in the game (as you have left out the TAC card, only 4 cards were dealt at the last distribution) player 1 takes the remaining front-side-up cards from the middle and shuffles all 96 cards anew.

How to move the balls

The selected card is played, openly put in the middle and one's own ball is moved forward clockwise (except the 4 with which the ball is drawn counter-clockwise). If the ball hits another ball when moving, this, no matter what colour (under particularly unfortunate circumstances even one of one's own team) will be thrown and put back in the front field of the respective player.

In general no kicking is necessary, as long as there are alternatives. No balls (no matter the colour) must be jumped over (neither on the game circle nor in the house).

If a player is not able to use any of his cards - e.g. if he is blocked (meaning that he would have to jump over balls otherwise, which is not permitted) or has no ball of his own in the game (that is to say in the playing circle) - he has to put one card of his choice unused and

open in the middle. **Note: cards are hot if the ball is in the circle.**

If a player can only play cards which are bad for his own team he must play them nevertheless. It is not permitted to put down playing-cards unused if there are possibilities to play.

Note: whoever is able to play must do it!

As concerns cards with a double function (1, 8, 13), the player can choose if he wants to carry out the special function or move a ball forward clockwise the respective number.

How to come get into the house

A ball is always drawn across one's own starting field and then clockwise along the circle into the house (the last and uppermost target field is additionally marked by a dot). As soon as one ball is in the house it must not be put back in the playing circle. **Note: once in the house, it must not be let out again!**

The ball has to be drawn exactly on an open field of the house. It must not jump over balls which are already in the house. With the appropriate card (1, 2, 3, 7) the ball can be drawn inside the house to its final position, even if one has no ball in the playing circle. By playing the balls within the four fields of the house (only there) can be moved forwards or backwards (if you have questions please look up in "TACTik"). If no appropriate card is available the ball must pass the house and make another round.

How to disturb the tactics of the opposing team Swap, e.g. with the Trickser, one or even two balls of the opposing team, have an opposing

player miss a turn, e.g. with the 8, who then has to put a card unused and open in the middle.

Attention: The 8 and the Trickser must only be played if the respective player has at least one ball in the game circle (otherwise these cards must be put down unused).

Final stage

If one player has brought all his balls home he can and must move the balls of his team partner with his cards.

Special case

If one player moves his last ball in the house with part of the 7 he may use the balls of his team partner for the remaining fields.

End of the game

If one team has all its balls in the house the game is over. The 8th and last ball of a team has to be moved into the house with the exact number, otherwise it has to make another round.

After the first game

Since you have taken the 4 TAC cards out of the pile previously, we recommend that you put them back for the next game. The pile then consists of 100 cards and the players always receive 5 cards until the last distribution of the pile.

HINT

The TAC card can be effectively used, e.g. to cancel the function of an opening card of the opposing player and to use it for oneself (especially if one has no ball in the game at the moment).

In case questions arise during the game, you can look them up in "TACTik" under the respective keyword. If after several games you are looking for a new challenge, look up in "TACTik" under master version.

Course of a game very briefly

1. Draw or agree upon the playing teams.
2. Take out the special cards of the master version (warrior, angel, devil, fool), possibly also take out the TAC cards.
3. Player 4 (or the player with the black balls) shuffles the remaining cards and distributes 5 to each player.
4. Beginning with the starting player all players declare if they are able to open the game.
5. Within the teams each player swaps a card with his partner. Possibly, further players may thus open the game.
6. Player 1 starts the game. In case he can not do so he puts down a card unused. The other players follow correspondingly clockwise.
7. Then the cards are played in turn and the balls placed in accordance with the number of points and the regulations for special cards (see information card). The players have to play. Whoever is not able to move has to put down one card unused.
8. After all 5 cards have been played, player 1 distributes 5 cards respectively from the remaining pile to the co-players. Again all the players, starting with player 2, inform if they can open the game. The team partners swap again one card respectively and play their 5 cards clockwise (**Attention:** in

case the TAC cards have been taken out, each player receives only 4 cards at the end!).

9. If all cards have been used player 1 shuffles the pile anew. After the pile of cards has been played through a second time, shuffler and player change again clockwise.
10. If a player has all his balls in the house he continues to play immediately with the balls of his partner and supports him in his effort to bring his balls home. The team which is first to occupy both houses completely is the winner.



