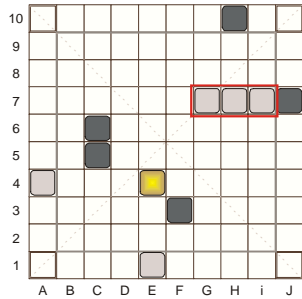


## Short instruction

the easiest job:



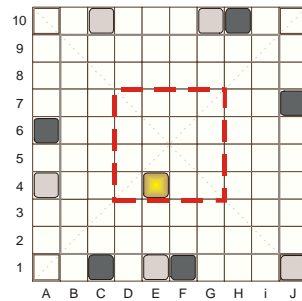
### Aim:



**Winner of tackle** is the one who first builds a given pattern (called job) with his tiles in the inner area of the board. For the most simple job you have to move 3 own tiles side by side (Tower3). All possible jobs are presented on the last page of the German instruction. Look there for the job you want to play next together with your partner.

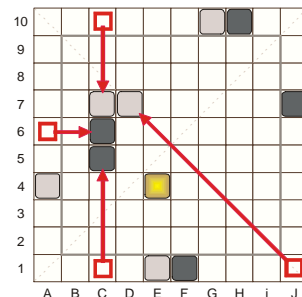
**Rule:** The less tiles needed the easier the job. Every job is played with the number of tiles needed for this specific job **plus 2 additional tiles**.

### Opening:



White starts the game. In the opening both players put alternately an own tile on a freely chosen position at the most outer row or column of the board. There is **only one constraint**: In the opening it is not allowed to put own tiles directly side by side. At the end of the opening Black puts the so called **Nugget** on a freely chosen position in the inner 16 fields of the board. Black should chose a position for the nugget which constraints the movement of some of the white tiles.

### Middlegame:

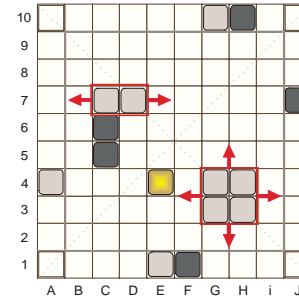


Next the players move alternately with their tiles into the board. The tiles can move **vertically and horizontally**. You can move a tile as far as you like, if there is no other tile blocking your way. **Exception:** Starting from one of the 4 corners tiles can be moved **diagonally** into the board.

the most difficult job:

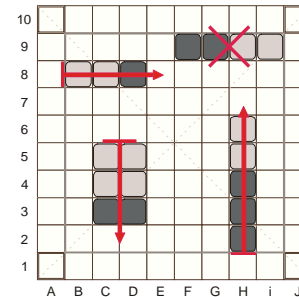


### Block-setup:



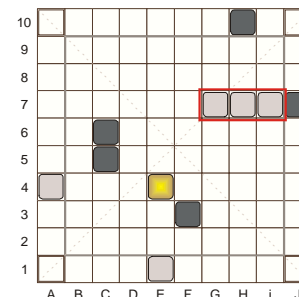
In most games it is very important to set up blocks with two or more own tiles. This has two advantages:

- You can move joint tiles as far as you like in the direction of their **long axis**, if there is no other tile blocking the way. 4 tiles shaping a square may even be moved vertically or horizontally, if there is no other tile blocking their way.



- Joint tiles get more powerful (become more mighty). They can move away less mighty tiles of the opponent which lay **directly** in front of them (directly means without empty field between White and Black tiles). The mightiness is given by the number of tiles lying side by side. E.g. a block of 3 black tiles is able to push away a single white tile or a block of 2 white tiles.

### Winner:



In this example White is the winner because he was the first player who was able to build job Tower3 with his tiles. **Note: A job is only achieved, when no tile of the job lies on the outer row or column of the board.**

It doesn't matter whether the job is achieved vertically or horizontally. Important is only the correct shape of the job.

Thomas Sing und Ralf-Peter Gebhardt

# TACKLE

## Duell der Strategen



**B**ei diesem Duell des Geistes sind strategisches Geschick und räumliches Denken gefragt. Wer klug zieht und zuerst die Zielfigur auf dem Spielbrett abbildet, gewinnt. Abwechselnd verschieben die beiden Spieler dazu ihre Steine, bilden Blöcke und drängen sich gegenseitig aus der Gefahrenzone. Immer den Gegner im Blick und das Ziel vor Augen.

Tackle ist ein Tempospiel. Die Regeln sind einfach, die strategischen Möglichkeiten unbegrenzt. Von einfachen Figuren wie dem *Turm* bis zum anspruchsvollen *Brunnen* bestimmen Sie selbst den Schwierigkeitsgrad jeder Partie. Und so ist Tackle ein Spiel für kleine wie große Strategen.

Spielerzahl: 2

Alter: ab 8 Jahren

Dauer: ab 10 Minuten  
je nach Figur

1. Auflage

Gestaltung: Oliver Richtberg



Achtung! Nicht für Kinder unter 3 Jahren  
geeignet. Entzündungsgefahr durch Kleinteile.  
Farb- und Inhaltsänderungen vorbehalten.

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