



TACTik

Welcome to the world of TACTik. If you play TAC for the first time, please read the Quick Start Rules. Here in the TACTik you will find detailed descriptions and different game modes and important terms are clarified.

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1. Rules of the base version

Players

1 to 4,
Ideal for 4 players

Age

8+

Duration

45 to 60 minutes

Material

- This 'TACTic' Rulebook
- Short Rules
- 8 Information Cards (16 with the Small TAC because smaller Cards)
- 1 Playing Board
- 16 Marbles (4 of each colour) in a cloth bag
- 104 Cards (4 cards for the Master version)
- 2 Blank Cards (can be used for replacing lost cards)

The Idea of the Game

2 teams consisting of 2 players compete against each other by trading and playing their cards TACTically and attempt to get their marbles home before their opponents do.

Aim of the Game

The first team to get all 8 marbles home wins.

Preparing the Game

Create 2 teams of 2 players (by choice or random selection).

The players of each team sit opposite each other. Each player chooses his 4 marbles of the same colour and places them into his Corner Pocket. Each player receives an information card and places it with the normal version side face up in front of him. The Player with the black marbles puts the blank cards and the 4 cards for the master version (Jester, Angel, Warrior and Devil) back into the box. He then shuffles the cards and deals 5 cards clockwise to each player. The rest of the cards are then put face down in front of the player to his left (that player is the next dealer).

Game Phases

1. Declaring

Each player declares if he holds a starting card or not. (A starting card is a 1 or 13. These cards allow the player to place one of his marbles onto the Start Position). How many and which kind of starting card a player has may not be revealed. If a player has one or more starting cards, he says something like: 'I can'. If he has no starting card, he says: 'I cannot'. Other comments concerning the game are not permitted. **Talking TACTics during the game? Feel ashamed!**

2. Trading

Each player now exchanges one of his cards (face down) with his partner. Note: you may only look at your new card after you have given your card to your partner.

3. Playing

The player to the left of the dealer starts. He lays one of his 5 cards into the middle of the board and then carries out an action accor-

ding to that card. **First lay – then play.**

Play now passes to the player to the left and continues clockwise after each player has performed his action. [After 5 rounds no cards should be held – all cards from these rounds will be in the discard pile in the centre of the board. Take this discard pile and place it face up in front of the player who has the unplaid deck in front of him. The person with the unplayed deck in front of him now deals 5 cards from this deck to each player (the deck does not have to be shuffled again). He then passes on the unplayed deck to the player next to him. Play continues in this order (1. Declaring, 2. Trading, 3. ...).

When all cards have been played, the deck must be shuffled again. The player who sits left next to the very first dealer now deals.

The phases dealing, announcing, trading and playing the cards repeat until the game ends.]

Movement

The marbles are moved the exact amount of spaces shown on the card (normally in a clockwise direction). Exceptions (like the 4, 7 and 8) are explained in the next chapter (see Special Cards).

A marble can only be knocked out if your move finishes exactly on that space. That marble will be knocked off the board and placed back into its corner pocket.

A marble can only be brought into play with a starting card (an exception to this is when playing the TAC Card - see page 9 - Options).

If marbles try to jump – they feel like a Heffalump!

You may not jump over any marble - neither from your own team nor your opponents.

If you can – you must!

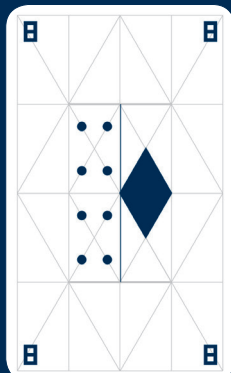
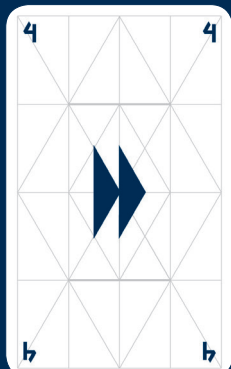
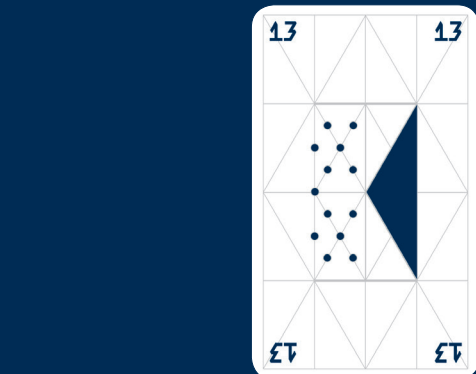
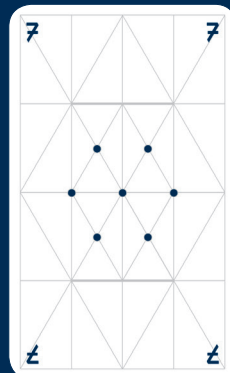
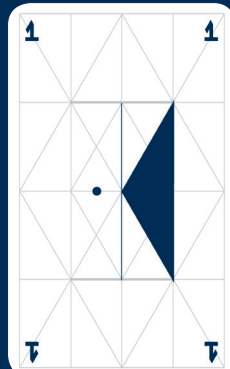
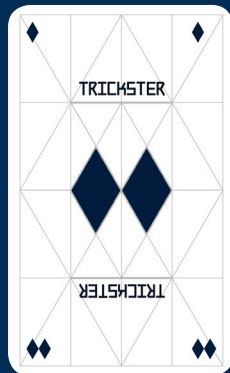
You must play a card if you can, even if it means that it will harm your team. It may mean that your own marble or one of your partners will get knocked off the board.

Cards thrive when your marbles are live!

Normally, a player must have a marble on the playing track in order to carry out the action of a card. HOWEVER, there are exceptions...the 1, 13 and TAC Cards! If absolutely no card can be played, that player has to discard a card into the middle without playing.

Once Home – you may no longer roam!

If your marble enters your Home spaces it is safe from being thrown out and may not return into the circle again. (Exception see page 8 >>Playing the TAC after a marble has reached Home<<) Nor can that marble be swapped by a Trickster. If a marble moves in the Home spaces and comes to rest where there is no free space is in front of it, it is then 'locked' and may not be moved again for the duration of the game. End phase: A player who has all four of his marbles Home may then move his partners marbles (until then he may only move his own marbles – exception see the Trickster).



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2. Detailed explanation of the Special Cards

The 4

The function of the card 4

Any of your own marbles may be moved **backwards** 4 spaces. (anti-clockwise)

Properties

- A marble **must** be moved backwards.
- You cannot jump over any marble.
- If a marble lies **exactly** 4 spaces behind your one, that marble gets knocked off the board.
- A new marble which was just bought into play and is lying on the Start Position may **not** be moved directly Home with a 4.
- A marble in the Home spaces cannot be moved out of the Home spaces with this card.

Options

If a new marble is lying on the Start Position, the player can save a whole round by playing the 4:

- play the 4 and move backwards. Then play the appropriate card to move directly into the Home spaces (initially, 5,6,7, or 8)
- move 1,2 or 3 forward and then in the next turn play the 4 to move backwards into the Home spaces.

Special case

If a marble touches the Start Position for the second time or gets Tricksed to that field, the 4 can be used to move into the Home spaces as well (of course only if there is space to move the marble).

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The 7

The function of the card 7

The 7 can be used to move **7 single steps** in any order. You may move one or more marbles forward on the circle. You can even use some steps (or all of them) to move a marble into the Home spaces or to sort them inside.

Properties

- all 7 steps must be used
- the 7 is the only card where you can knock out another marble by “jumping” over it, because you have 7 single steps.
- the worst case is when you have to knock out your partner's marbles or even your own
- you can knock out more than one marble with a 7
- inside the Home spaces you may move forwards and backwards when you have played a 7
- you may move as many marbles inside the house as long they were not locked by a previous move. (ie: the marble has not been moved to a space where there would be no more movement possible afterwar

Options

- the 7 is the best card to knock out other marbles
- the 7 is the most important card to get marbles into the Home spaces
- the 7 can be used perfectly to sort your marbles inside your Home, even if you do not have marbles in the circle

Special Case

If a player uses a 7 to move his last marble into his Home but did not use up all the steps,

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he may move one or more of his partner's marbles to use up the rest of the steps. This is only possible if the partner has marbles which can be moved. If not, you have to move past your Home.

The 8

The function of the card 8

You may move your marble 8 spaces forwards (clockwise) OR make the player to your left miss a turn (he must discard a card out of his hand).

Properties

You may play the 8 to make the next player miss a turn only if you have a marble on the playing track.

Options

- The 8 is a good card to save your partner from being knocked out
- It is an important card to mess up the TACTics of your opponent

Special Case

If the 8 is played as the last card in the round, the card cannot be used to make the player on your left miss a turn. You have to move your marble 8 spaces.

The Trickster

The function of the Trickster

You may swap any two marbles. (Your own, your partners, your opponents or any combination of them)

Properties

- You may only play the Trickster if you have a marble in the circle.
- If only one marble is in the circle, the Trickster has no use.
- You may not discard the Trickster if you can play other cards.
- If a Trickster is played, marbles must be swapped even if it is a disadvantage for your own team.
- You may also swap your own marbles.
- Marbles in the Home spaces may not be swapped

Options

- With the Trickster Card you can move your marbles or those of your partner into an advantageous position.
- The Trickster helps you skip great distances without having to move around the whole circle. Through effective 'Tricksing', you can bring your marble Home within a few moves
- Of course the Trickster can be used to move an opponent's marble away from his Home.

Special case

If a marble gets 'Tricksed' directly onto the Start Position of its own colour, that player may then move that marble directly Home – if he has the appropriate card.

The TAC

The function of the TAC Card

The TAC Card has two functions: it cancels the action that has just been made by the opponent to your right and the player of the TAC Card can then use the function.

Properties

- If you can – you must! Even the TAC Card may not be kept. If the TAC is the only card which can be played, you must play it even if it is going to harm your team.
- If the cancelled card has two functions (the 1, 8 and 13 Cards), the player may choose which function he wishes to use, regardless of which his opponent used.
- TAC Card can only be played if the player can use the cancelled card for his own action. Otherwise the card may not be used or be discarded unused.
- A discarded card can be followed by a TAC Card. In this case only the function can be used and no marble is returned to its previous position.
- If a TAC Card gets played on a discarded TAC, then only the function of the card below the first TAC will be used. The movement will not be made undone.

Playing the TAC after a marble has been knocked out

The movement of the previous player will be reversed and the 'knocked out' marble returned to its position. The function of the played card must now be played.

Playing the TAC after a marble has reached Home

The TAC card can be played as an exception to the rule 'Once home – you may no longer roam!'. A card that brings a marble into any of its Home spaces can be cancelled by the TAC card. The marble is returned to its previous position and the TAC player may use the played card for his own move.

Playing the TAC after the cards are dealt

The first card played after the cards are dealt cannot be a TAC Card. The TAC cannot undo the last move of the last round.

Playing the TAC after the 8

A TAC Card is **stronger** than an 8. If a player uses an 8 to cancel the turn of the following player, that player may play the TAC on the 8 and use either function for himself. A player is not forced to play the TAC Card. He may choose to discard the TAC (or any other card) to skip that turn.

Playing the TAC after the Trickster

The swapped marbles are returned to their original positions and the player of the TAC card may now swap two marbles himself. If a marble was Tricksed away from the Start Position and was returned by a TAC card, the marble may not be moved into the Home spaces immediately - the marble must complete a round of the playing track.

Playing the TAC on another TAC

If a TAC Card is played on another TAC Card, the action of the first TAC is cancelled and the action of the previously cancelled card is reinstated. The player who played the new TAC may now use the function (or choose one of the functions) of the reinstated card.

An Example

Player 1 uses the 13 to place a marble on his Start position. Player 2 uses a TAC to cancel this play, hence Player 1 takes his marble back to his corner pocket, while Player 2 decides to put his marble on his Start Position.

However, Player 3 plays another TAC, cancelling the TAC of Player 2. As a result, the marble of Player 2 is put back into his corner pocket, Player 1 places his marble back to his Start Position and Player 3 must use the 13 for himself. He may choose to either move one of his marbles 13 spaces or placing a new marble onto his Start Position.

Options

The TAC Card is the only way next to an Angel from the Master version to get into the game if you do not have any marbles in the playing circle or starting cards (1 or 13). You do this by playing your TAC Card onto the 1 or 13 which has been played by opponent to your right. The TAC Card becomes more important near the end of the game, to disturb the TACTics of your opponents and especially to cancel their winning move.

Special case

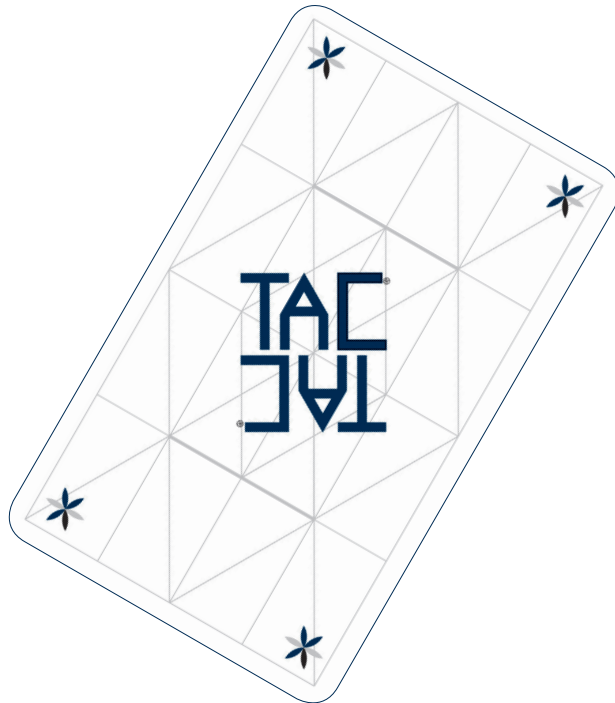
The TAC card must be used to cancel your opponent's winning move (i.e. the move in which that team moves their 8th marble into their house). The requirement that you are able to play the function of that card yourself still applies in this case. Another TAC cannot be played.

3. TACTic tips

New TACTic tips are posted regularly on our website www.spiel_tac.de.

4. Master Version

After playing TAC several times in the Normal Version, you can further enhance the game-



play and depth of the game by playing TAC in the Master Version.

By choosing this game mode you have to add the four Master Version cards to the deck.

The deck should now contain a total of 104 cards.

Therefore, while dealing the last 24 cards before reshuffling, each player now gets 6 cards instead of 5. This round is also called the Master Round. The basic rules for moving and playing Master Cards also apply to them.

All Master Cards can be played on any turn of the active player, like regular cards. If the active player has no marbles on the playing track or cannot move any marble in the Home spaces, the active player must play a Master Card - except for the Warrior.

The Funktion of the four Master Version Cards

The Jester

The function of the Jester

The Jester requires that each player passes all of the remaining cards in his hand to the player on his right. The player who used the Jester must then play one of his new cards and perform the new action.

Characteristics

- If the Jester is played as the last remaining card of the current Round, the card has no effect.
- The Jester can be played anytime of the current player's turn even if the player has no marble in the Track.

Possibilities

The Jester disrupts any kind of TACTics and planning ahead. A good opportunity to play the Jester is when:

- both players of one team do not have an Opening Card but the other team does.
- both players of one team are not able to perform any actions with their remaining cards
- the own team is close to winning, but does not have any appropriate card on their hands to end the game. If not playing the Jester, they might have to pass their Home and move the full Track again
- the opposing team is close to winning and you want to prevent them from doing so and disrupting their TACTics.

Special case

If the player of the Jester receives a TAC Card with his new cards in hand and plays this card, the last action prior to play of the Jester is cancelled, not the Jester itself.

The Angel

The function of the Angel

The active player has to move a marble of the opponent to his left from the opponent's corner pocket to the opponent's Start Position. If the opponent does not have any marbles in his corner pocket, the active player instead moves one of the opponent's marbles forward either 1 or 13 spaces.

Characteristics

- The Angel must be played, if the player cannot play any other card to perform a valid action.

- If there is already a marble on the opponent's entrance, regardless of colour, that marble is knocked out when placing a new marble from the corner pocket to the entrance of the opponent.
- The player to the left of the player of the Angel still has his turn and plays next even if one of his marbles got on the entrance field or moved forward.
- If the player to the left of the player of the Angel has all marbles in his Home, the Angel takes effect on the person to the right of the player of the Angel. This does however not change the turn order.

Possibilities

- It is difficult to use the Angel in the advantage of the own team.
- The Angel can be helpful for the own team if either on the opponent's entrance is a marble of the opponent's team or one marble of the opponent can be moved past his home.

The Warrior

The function of the warrior

The Warrior requires a player's marble to be moved forward clockwise until it hits the next marble on the playing track and knocks this marble out, taking its position on the playing track..

Characteristics

- The Warrior knocks out the first marble it comes to – regardless of color. In the worst case it knocks out a marble of yourself or your teammate.
- If a player has no marble in the track, the Warrior cannot be played and is wasted.

- If a player only has one marble in the track, the player has to knock out the next marble it hits.
- If only one marble is in the track and the Warrior is played by the player owning that marble, the marble knocks itself out and is placed back into the corner pocket.

Possibilities

- The Warrior is the only chance to knock out a marble which is far away on the playing track and making a big leap forward in the process.
- Also the Warrior enables the active player to knock a marble out which is 11 spaces away and thus not reachable with the normal cards.

The Devil

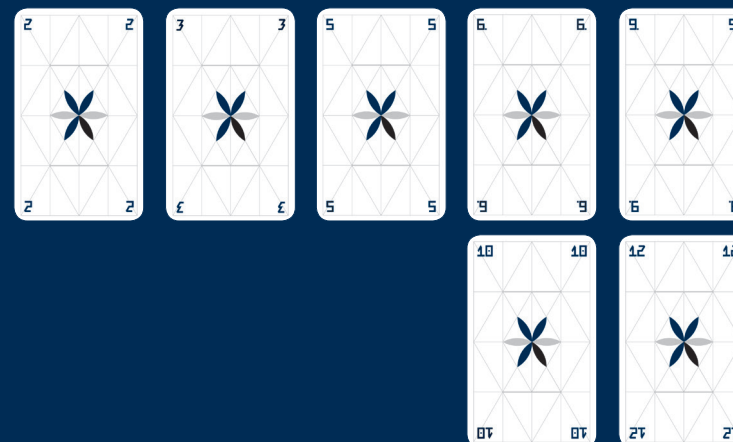
The function of the Devil

The Devil requires a player to play a card for the opponent on the player's left and take the turn of that player.

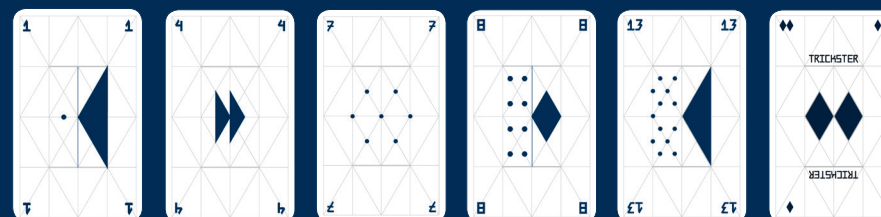
Characteristics

- The player of the Devil looks at the cards of the opponent to the player's left, chooses one card from the opponent's hand and performs the chosen action for the opponent's player. The player of the Devil can choose how the card should be played and which marbles it affects.
- The cards must be passed facedown between the player of the Devil and his opponent.
- The player which is affected by the Devil loses his turn as well, because the player of the Devil performed the action/move for him.

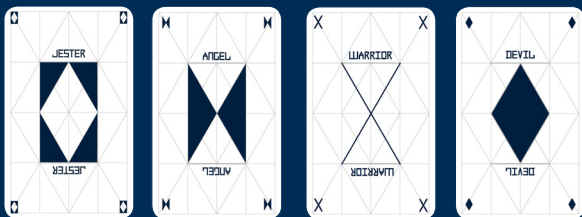
Basic Cards



Special Cards



Master Cards



Possibilities

- The Devil card is worth its name. It is best used to thwart the TACTics of the opposing player/team.
- The Devil is especially effective towards the end of the game.

Special Case

If the player of the Devil chooses to play the Jester from the opponent's cards, the function of the Jester is performed and each player's cards are passed facedown to the right. Afterwards the player of the Devil chooses one of the new cards to play from the opponent's new cards.

TAC CARD in combination with the Master Version

TAC Card after playing the Jester Card

If the following player uses a TAC Card the exchange of cards will not be reverted, but instead the player reverts the action which was played before the Jester and performs it himself (see "Jester").

TAC Card after playing the Angel Card

The action of the Angel Card will be reverted (see "Angel"). In addition the current active player gains the power of the Angel Card himself and places a new marble from the next player's corner pocket to the next player's Start Position. If the next player's corner pocket is empty (e.g. all his marbles are in play) the current player moves – according to the rules – one of the next player's marbles in play either 1 or 13 spaces forward.

TAC Card after playing the Warrior Card

The marble, which was knocked out by the Warrior returns to its position on the board and the player who played the Warrior moves his marble back to its position prior to playing the Warrior. In addition, the active player (who played the TAC card) has to knock a marble in front of one of his own marbles.

TAC Card after playing the Devil Card

It may not occur that often, that the TAC card is played immediately after the Devil card, because the player of the Devil card can choose any card of the opponent to play and is in effect playing a TAC on himself. If the player does it anyway (which is a totally legal action) or if the player has to choose the TAC card, because the opponent has no other valid action to do, the player whose TAC card is being played gets to take the turn of the opponent to his left (i.e. the teammate of the player of the Devil card)..

5. Game for Four Players as a Co-operative ('Playing Against the Game')

Co-operation and team TACTics are required in this version. There are no opponents (only bad cards!) and a common goal for all four Players playing co-operatively – to bring home all 16 marbles using as few cards as possible. A TACTical Masterpiece is to achieve this within one deck of dealt cards, i.e. no re-shuffling and re-dealing of the deck (using 100 cards, or 104 in the Master Version). The General Rules of play apply to this version.

Additional rule: if two opposite-facing Players bring all 8 marbles into their respective Homes, they can then use their cards to move all remaining marbles.

The 16th/last marble must be brought Home as usual, requiring the exact amount of moves. This version can also be played with two or three Players.

6. Solo Game

When playing the solo variation, you try - as in the Game variant for Four Players in One Team - to bring all 16 marbles home using just one deck of cards.

For each colour, five cards are dealt as usual, but this time face-up to the corresponding sides of the board. The player plays all the colours and so can plan up to 20 moves ahead. A real Brainteaser!

7. Two Player game

TAC for two brings a whole new challenge and is especially suited to experienced TACTicians. Each Player acts as a Team playing two colours. Both Players sit next to each other (on two adjacent sides of the board, rather than opposite each other). Each Player receives five cards for one colour set of marbles, and then five more cards for his second colour set. These card sets are always to be kept separate from each other - each card set always relating to the same colour set of marbles.

To avoid confusion, we recommend to hold the set of five cards for the marbles on the side of the board where the Player is sitting in the front of your left hand (for right-handed Players), between your thumb and forefinger, with the set of five cards for the opposite marble

set held behind these, between the forefinger and the middle finger. (You'll soon get the hang of it!).

When Trickising, a Player knows exactly what makes sense, and can therefore carry out purposeful and accurate moves.

Have fun!

8. Three Player game

In the three player version, one colour remains unused. No Teams are formed - the player who brings all four of his marbles home first, wins. However, this version does remove the 'Team factor' from the game.

If you prefer, we can recommend the following version: One Player plays with two colours (sets of marbles) and holds 5 cards per colour in his hand (see Two Player game). The two other Players play as a normal TAC-team and sit opposite each other. The single Player has a distinct advantage, in that he knows all 10 cards in hand and can use the exact TACTics required when exchanging cards and in the Endphase. To compensate for this advantage to the single Player, the Team partners may look at each other's hand before trading/exchanging cards.

Cunning TACTicians can also try a two-versus-one game in which each Player plays only one colour.

The single Player will be greatly hindered by his opponents, but he has to bring only four marbles Home.

When playing this Three Player game version, the place to the right of the single Player re-

9. TAC from A-Z (Important Terms)

Action ▶ to carry out the function of a card

Skip ▶ a function of the 8 Card: the following player is forced to miss his turn, but must discard a card from his hand, face up in the centre of the board (without carrying out the function of the card)

Double Function - the 1, 8 and 13 Cards allow the player to choose between one of two actions:

- ▶ 1 and 13: Cards: bring a marble into play, or move 1 (for 1 Card) or 13 (for 13 Card) clockwise on the track
- ▶ 8 Card: use 'Skip' function or move 8 clockwise on the track

Locked ▶ a marble that ends a turn in the last free space in a player's Home is said to be 'locked' and may no longer be moved

End Phase ▶ this begins when a player has all four of his own marbles home and then uses his own hand of cards to move his partner's marbles

Opening Card ▶ a card with which a player can bring a marble into play (1 or 13)

Space ▶ one of the 64 spaces/holes which make up the main playing track

Home ▶ the four home spaces which a player attempts to reach with all four of his marbles

Bring Home ▶ move a marble into one of the Home spaces

Hot ▶ if a marble is in play, all cards are playable (under General Rules)

Back and forth ▶ a 7 Card allows a player to move his marbles backwards and forwards within the 4 home spaces, as long as they were not locked at the start of the move.

In Play ▶ a marble which is on the playing track (marbles in the Home spaces are not in play)

Im Vorbeigehen werfen ▶ nur mit der 7 möglich: die im Weg stehende Kugel überspringen und dabei werfen

A Passing Knockout ▶ only possible with the 7 Card: jump over any blocking marbles, knocking them off the board in the process

Bring into Play ▶ bring a marble onto the relevant Start Position on the board, by playing an Opening Card (1 or 13).

Discard Area ▶ the large hole in the middle of the board (or simply call it the Middle)

Circle ▶ see Playing Track

Marble ▶ playing piece, usually a glass marble

Master Cards ▶ the Jester, the Angel, the Warrior and the Devil

Special/Master Round ▶ in the Master Version of the game, which is played with 104 cards, the last round will be played with six cards (instead of the usual 5 card round)

Special/Master Round › in the Master Version of the game, which is played with 104 cards, the last round will be played with six cards (instead of the usual 5 card round)

Declare › the players announce, for all players to hear, whether or not they have an Opening Card. Can also be a visual sign – usually thumbs up for yes, thumbs down for no

The Middle › the large hole in the centre of the board, used for playing/discarding cards from the player's hand

Neutral Space › if a Player's marble lands marble on that player's Start Position through the playing of a Trickster Card or a 4 Card, that marble is deemed to be in a Neutral Space ; from that Neutral Space, the Player may move his marble into the Home spaces, by playing forwards with a 1,2,3 or 7, or backwards with a 4 Card – i.e. – the marble at rest is directionally neutral.

Regular Cards › those cards which move a Player's marble the corresponding number of spaces forwards in a clockwise direction, with no special actions. Regular Cards are: 2, 3, 5, 6, 9, 10 and 12.
Note that there is no 11 Card in the Game!

Open Card › a card in play, lying face up in the Card Tray in the centre of the board

Ordering › playing the marbles in one's Home spaces, such that they end up in such a position that there are no empty spaces

in front of any of the marbles present in the Home spaces (also see 'Locked')

Residual Pile/deck › remaining stack of shuffled cards

Backwards › anti-clockwise around the board

Round › each Player plays once in turn, clockwise, playing a card and performing the associated function

Special Cards › the Trickser, the TAC Card and the cards 1, 4, 7, 8 and 13

(Playing) Partner › team partner, who sit on opposite sides of the board to each other

Playing Circle/Track › the 64 spaces on the playing board, which make up the field of play

Playing piece › glass marble, which Player moves around the board

Stack › see Residual Pile

Start Position › the space onto which a marble comes onto the field of play, (also being the last space before the Home spaces)

Team Partner › see Playing partner

Unused › a card which has to be discarded, without using its function

Hidden › the cards in a Player's hand should not be visible to any other Player

Corner Pocket › the hole in the corner of the board, where each Player keeps his marbles (of one colour) which are not In Play or Home

Forwards › clockwise around the board

Knockout › remove a marble from the field of play back to the relevant Corner Pocket

Target Spaces › the four Home spaces

Colour › a set of marbles of any one colour

Tricksing › the swapping of any two marbles in play following a Trickster Card being played



Competitions and Tournaments:

About tournaments and competitions please inform yourself on: www.spieltac.de

We look forward to any feedback, your questions and creative ideas about TAC.

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