novem

TACTIC®

Contents:
Game board, 18 tiles, 3 green row markers, 3 green column markers, 1 brown turn marker and sticker sheet.

Object of the game
The object is to have more points than the opponent after two games.

Set up
Before playing for the first time, attach the number and letter stickers to the green row and column markers – one sticker to each marker. The brown turn marker has no sticker. The tiles are placed number side up on the game board so that they form two levels, both of which have nine tiles. In the beginning of the game, the sum of two tiles on top of each other is always 10, and the sum of three tiles in any row or column is always 15.

Examples of set up:
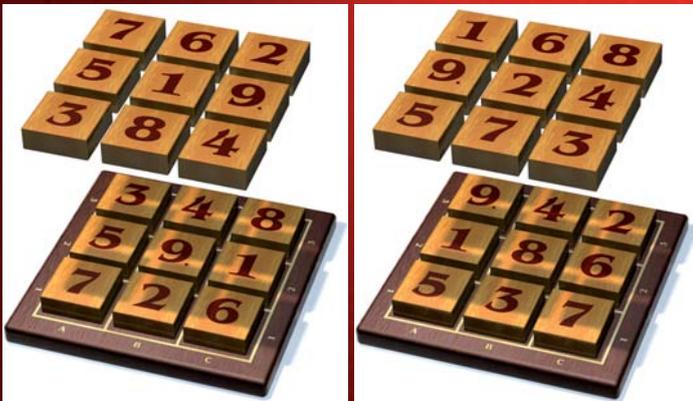
One player controls the three rows A, B and C, and takes the corresponding markers. The other player controls the three columns 1, 2 and 3, and takes the corresponding markers. The players keep their markers hidden in their hand. The players take turns in attacking and defending. One of the players is chosen to be the attacking player on the first round, and he/she takes the turn marker. In the second game the other player starts as the attacking player.

How to play
The attacking player secretly chooses one of his three markers, and lays it face down on the table. The defending player then does the same with his own markers. Both players then reveal the choice they have made by turning their marker face up. The attacking player now collects the visible tile from the square where the players' chosen row and column intersect, and places it face down in front of him/her. He/she then gives the turn marker to the opponent who becomes the attacking player.
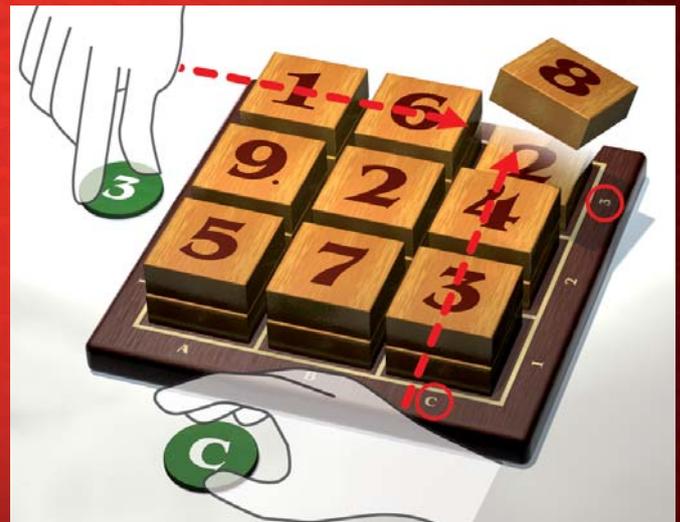
Empty squares
When the square where the chosen row and column intersect is empty, no tile can be taken, and the attacking player scores no points.

End of the game
The game ends when one row or column is completely empty. The players turn their tiles face up and count their points.

The winner
The player who has the most points after two games wins.