



TACTIC



Numerous clans are roaming the Scottish Highlands looking for land to settle in. As a clan chief, you desire to conquer the best land for your people and offer them a prosperous life. Greatness is never achieved without struggle, however, so build your castle walls high and arm your strongest soldiers. The battle for the Highlands is ready to begin!



# RULES



UK

## CONTENTS

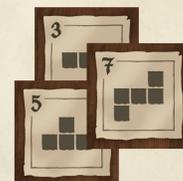
Game board  
15 wooden tokens and 4 wooden castles in 4 colours  
108 cards  
19 Win tiles (square)  
19 Castle tiles (various shapes)  
A small textile bag

## AIM OF THE GAME

**Collect the most points by building castles and attacking the castles of other clan chiefs!**

## SETUP

1. Each clan chief chooses a set of tokens and castles of the same colour.
2. Deal each chief 2 Sorcerer cards (Extra cards are not needed) and 5 random cards. Keep the Sorcerer cards open on the table and the other cards hidden in your hand.
3. Place Win tiles in the 4 corners of the game board (2 x 3 points, 2 x 5 points in setup). Shuffle the rest of the Win tiles and put them in the textile bag. Place the Castle tiles near the board.



## BASIC GAME

When in turn, you can either play a card and conquer a space or attack another clan chief's castle.

Conquer a space by playing any card from your hand and placing your own token in a matching space on the board. Refill your hand to 5 cards. Then it is the next chief's turn.



Try to create a shape found on one of the open Win tiles by using your own tokens.

When a shape is finished, take your tokens back and place a Castle tile of the correct shape in their place. Place your castle on the Castle tile and take the matching Win tile from the corner. You have now won the points on the Win tile. A new Win tile is opened in the empty corner.



At some point all your tokens might be on the game board, leaving you no free token to place after playing a card. In that case, move any of your tokens on the board into the newly conquered space!

If the cards run out, shuffle the used cards and form new draw piles.

## ATTACKING

**In order to attack**, you need to have at least as many tokens around the castle tile as the defending chief. The castle counts as one token, but tokens only touching diagonally do not! If the defender has another castle touching the castle being defended, it also counts as a token. The same goes for the attacker.



**When attacking**, play any number of cards with a Sword symbol from your hand. The number of cards played cannot be changed after the initial play.



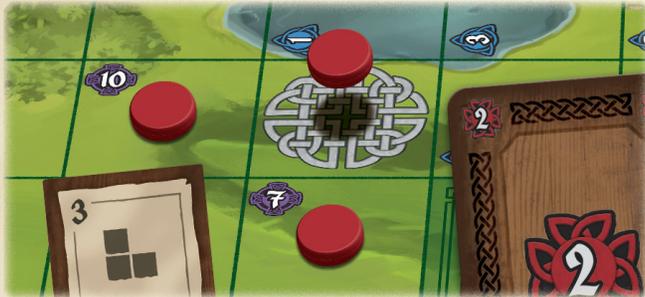
- If the defender has a matching number of Shield cards, they can play them to stop your attack completely.
  - All used cards are discarded and both players refill to 5 cards.
- If the defender does not have enough Shield cards, they play no cards and your attack is successful!
  - Replace the defender's castle with your own and take over the Win tile that matches the Castle tile. Finally, refill your hand to 5 cards.



## NO MAN'S LAND SPACES AND SORCERER CARDS



You can conquer a No Man's Land space with any card, but only when the token placed there finalizes the shape of an open Win tile.



You also have to place a Castle tile there, with your own castle on top.



You can play a Sorcerer card on any turn and use it for placing a token in any space, even one with an opponent's token in it! In such a case, replace the opponent's token with your own. A No Man's Land space cannot be conquered with a Sorcerer card, unless the normal conditions are met. Put a used Sorcerer card in the discard pile.

## END OF THE GAME

The battle ends when one clan chief collects their 4th Win tile. The chief with the most points wins!



## PLAYING IN TEAMS

With 4 or 6 clan chiefs, the chiefs can join forces and play in teams of two.

Chiefs in a team sit opposite each other and play with tokens and castles of a single colour.

During an attack, both chiefs of both teams can participate.

- Both chiefs of the attacking team can add their own cards to the attack.
- Both chiefs of the defending team can add their own cards to the defence.

All won points and Win tiles add to the team's total score. When one team has four Win tiles, the battle ends!

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