

TACTRICS

by Hans Beeftink

VORTEX



EN

ADVANCED & MORE

#1 CROSSING (ADDITIONAL RULES)

&

#2 CROSSING ADVANCED

GAME OBJECTIVE

As explained in 'getting started'.

SET-UP

As explained in 'getting started', some extra starting positions are suggested below (figures 1 to 8). The goal areas are normally the same as the starting positions but on the opposite side of the board. You could consider alternative finishes, like with a smaller number of routers, this also prevents opponents playing a blocking game, meaning not trying to win themselves but just blocking others (figures 9 to 12). If you want to play with more than six routers you have to use red, yellow or blue. The controllers placed on the routers are only to be used in Crossing Advanced, explained further under 'Actions'.

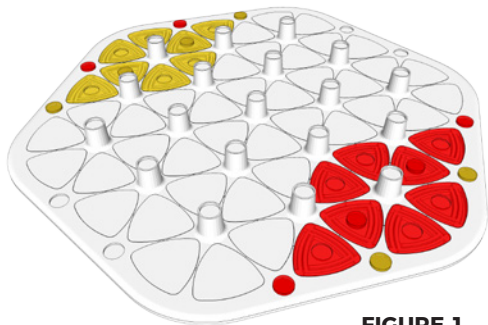


FIGURE 1

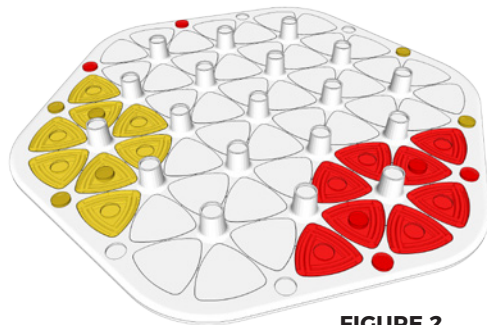


FIGURE 2

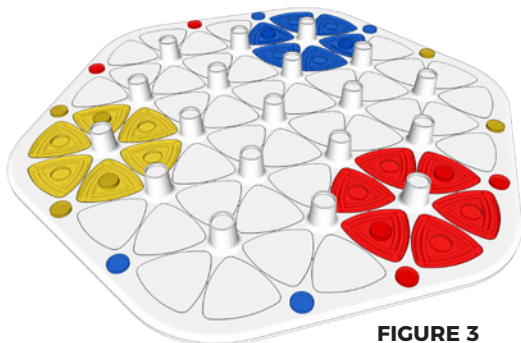


FIGURE 3

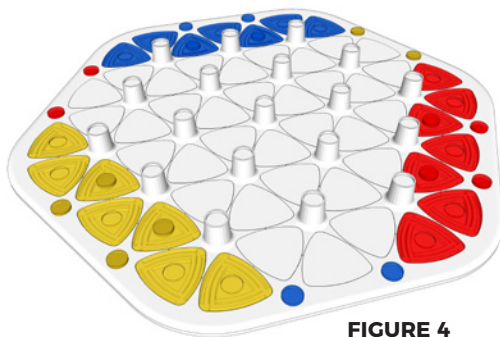


FIGURE 4

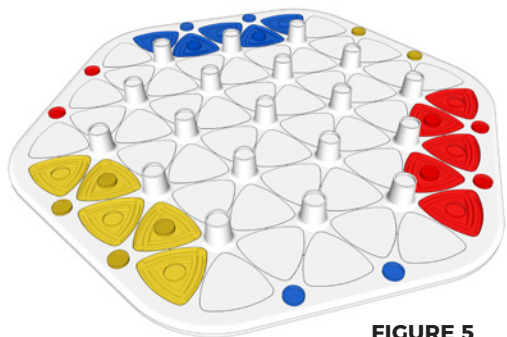


FIGURE 5

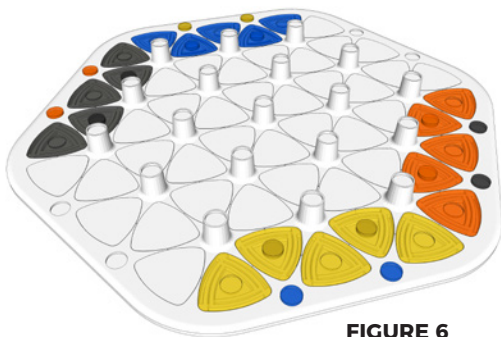


FIGURE 6

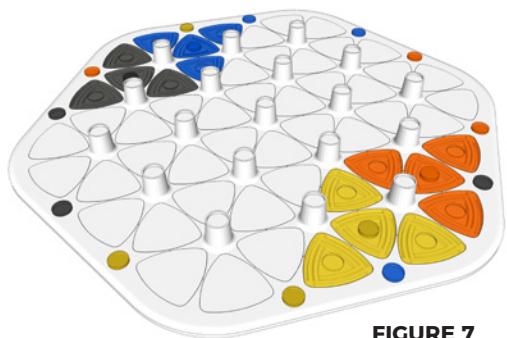


FIGURE 7

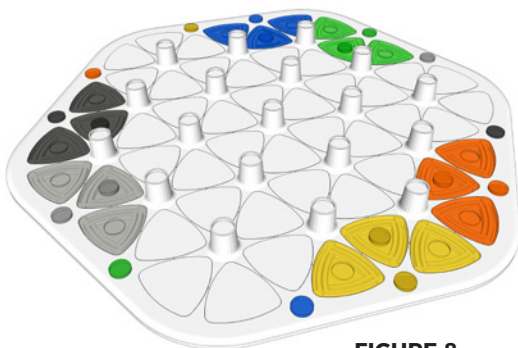


FIGURE 8

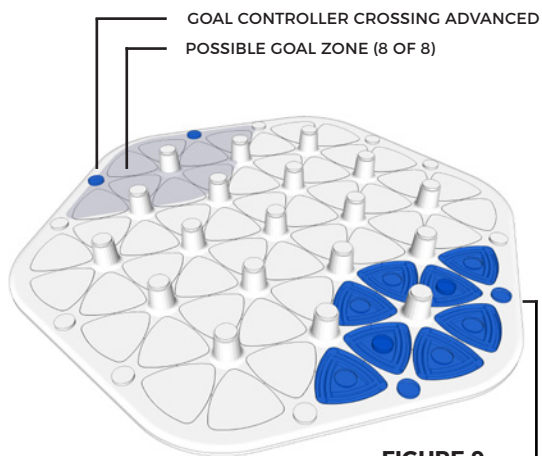


FIGURE 9

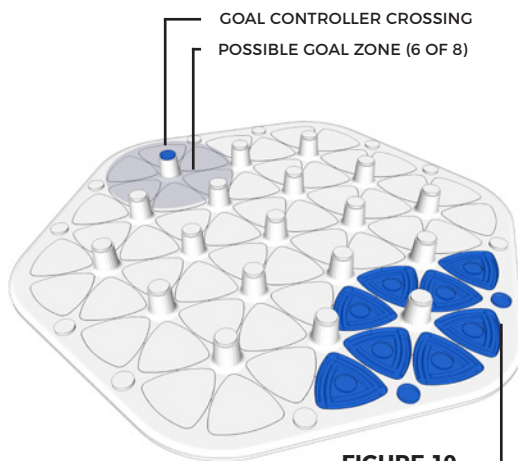


FIGURE 10

CONTROLLER MINORITY RULE

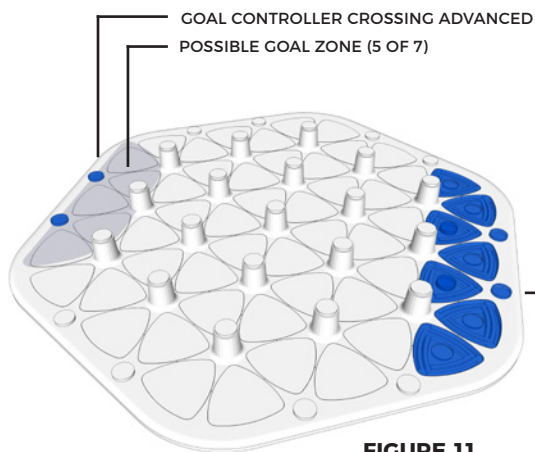


FIGURE 11

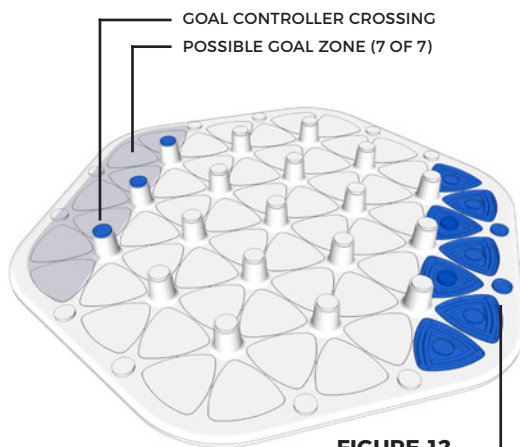


FIGURE 12

CONTROLLER MINORITY RULE

MOVING

As explained in 'getting started', in addition there is an optional 'minority rotation rule', if the players choose, before actually starting the game, to play with this option, they each place two controllers in the indentations in the side of the board that are empty and closest to their starting tower, if there are not sufficient indentations when for example playing with six players just place them alongside the board.

Players may, discard one of these controllers to, during their current turn, rotate towers around which they do not have (or are tied for) a majority, when playing Crossing Advanced you are also allowed to rotate towers claimed by one of your opponents, in both situations you have to have at least one router around these towers. When you are both in a minority position as well as on a claimed tower, it will still only cost you one controller.

As each player has basically only two controllers available, the minority rotation rule can only be applied twice per player per game.

ACTIONS

The first possible action as well as the starting sequence is explained in 'getting started', playing Crossing this is the only possible action, playing Crossing Advanced there are three more possible actions summoned below.

1. A second possible action allows a player to claim a vacant tower, or (re) capture one on any of your opponents, you do so by putting one of your controllers on top of it. You are only allowed to claim a tower when you have a controller present on one of your routers surrounding the tower and an absolute majority of coloured routers over any of your opponents. When you (re) capture a tower from one of your opponents, their controller will be placed on one of their routers, of your choosing.
2. A third possible action allows a player to move a controller from one router to another. This is possible over a longer distance, where the routers are side by side creating a path for the controller to move.
3. The fourth possible action allows a player to relocate a controller from a previously claimed tower onto one of your routers. This will, however, use up your entire turn (4 actions).

PLAYING THE GAME

As explained in 'getting started', if you have four or six players it is advised to team up (figures 6, 7 and 8). This way you play with two or three teams each consisting of two players, the rules are exactly the same for each player individually.

Two team players choose two matching colours, green-blue, orange-yellow or grey-black for example and take position right next to each other. The normal sequence, playing clockwise, allows team players to play directly after each other.

The game ends immediately when a player's last router lands in their goal area, when played in teams both team players have to be finished in order to win the game.

#3 CAT & MOUSE

GAME OBJECTIVE

The mouse tries to get in the cupboard behind the grey controllers (where the cheese is...). The cats will try to prevent this and corner the mouse.

PREPARATION

Place the coloured routers and controllers as shown. Either the 4 cats scenario (figure 13) or the 5 cats scenario (figure 14).

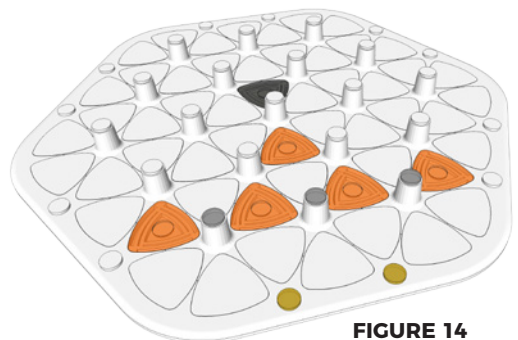
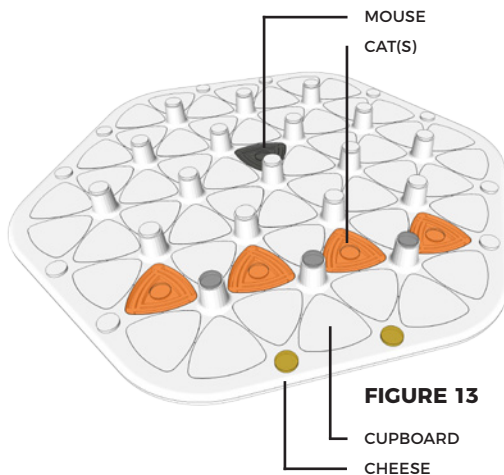
THE GAME

The mouse can move all over the board. The turn of the mouse ends as soon as one of the cats is also rotated. The mouse is only able to rotate one cat over one position. If there are more cats around the tower, the mouse has to find another way out. The cats can only rotate one tower over one position. The last rotation of the mouse cannot be undone.

When the mouse and the four cats are equally smart then eventually the mouse will succeed. After inviting the cat from next door, this of course will be a whole other matter.

END OF THE GAME

The mouse either reaches the cupboard meaning one of 7 positions behind the grey controllers, and wins, or is captured and probably eaten by the cats. The mouse is captured when fully enclosed by the cats, there is no tower left for the mouse to rotate because all the adjacent towers are occupied by two (or more) cats.



#4 SOLITARY

GAME OBJECTIVE

To assemble all the coloured routers around their own tower, as quickly as possible, or maybe with as little rotations as possible.

PREPARATION

Place the routers on the dynamic board randomly and then choose your colour objectives by placing a controller of every colour on a tower.

THE GAME

This is a game for one player, and you can rotate any tower, as many times as you wish to reach the goal you set out for yourself.

END OF THE GAME

All routers are gathered around the tower matching their colour, as shown. Either the split scenario (figure 15) or the clustered scenario (figure 16).

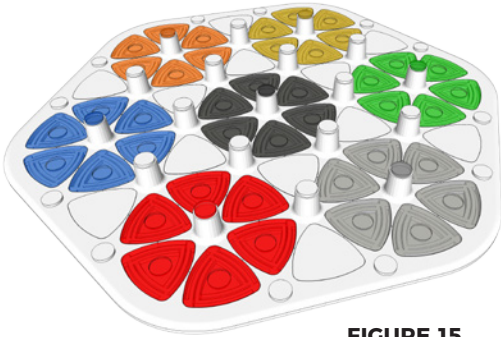


FIGURE 15

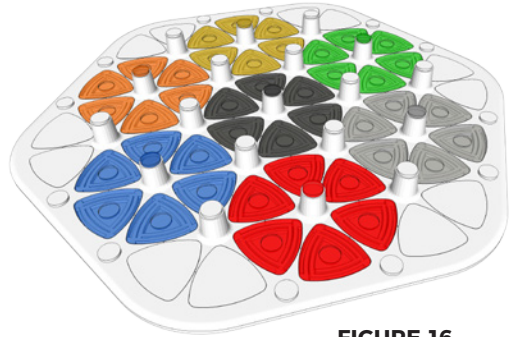


FIGURE 16

WHAT'S MORE...

Please feel free to improvise, there are many possible starts and finishes!
For Crossing Advanced and some other nice games see the 'advanced & more' manual.

Several concept games playable.
Be the first to see a sneak preview of our future extensions!

**SUBSCRIBE TO OUR NEWSLETTER AND
FOLLOW US ON FACEBOOK!**

WWW.FACEBOOK.COM/TACTRICS

TACTRICS
WWW.TACTRICS.COM