

Tock Manual

Rules Overview

At the beginning of each round players are dealt a number of cards (4 or 5, dealer decides) which they play in turns to move their tokens around the board. If at any time a token lands exactly on the field occupied by another token then the moved token replaces the resting one (which is placed back into the corresponding player's starting area). If a player on his turn has no cards he can play with his tokens then he must discard a card.

A starter is a card that allows a player to move a new token to the starting field. Aces and Kings are starters.

A token at the starting field is immune to capture or swaping by an opponent, and additionally it creates a blockade. No players can pass a token that is on its starting field, either forward or backwards (with a 4).

Card Functions

Ace — Can be used as 1, or as a starter.

Queen — Makes a move of 12 fields.

King — Can be used to move 13 fields, or as a starter.

4 — Move four fields backward. Players are allowed to go backwards from their starting point and then into Home on a subsequent turn. But moving backwards straight into Home is not allowed.

7 — Make 7 individual moves of one field. These moves can be freely distributed among all of his tokens. Passing fields occupied by other tokens, during these moves, will send these tokens back into the corresponding player's starting area.

Jack — Swap one of your own tokens with any other token (opponent's or his own) on the board.

Making it "Home"

You need the exact count of fields to make it into Home, and you need to fill the house from the top down. Tokens are not allowed to jump over other tokens within the house.

Teams

Two versus two players standard - Players on opposite sides of the board team up.