



Tapas



Goal of the game

Place your tapas on the board, pushing the opposing tapas out to collect points.

But be careful not to push your tapas too far out, or you'll give points to your opponent. Enjoy your meal!

Contents

2 double-sided 32-slot trays (1 basic side and 3 special sides for 2, 3 or 5 Extra tokens);

18 tapas Jalapeños (12 of value 1, 3 of value 2, 2 of value 3 and 1 of value 4);



18 tapas Croquetas (12 of value 1, 3 of value 2, 2 of value 3 and 1 of value 4);

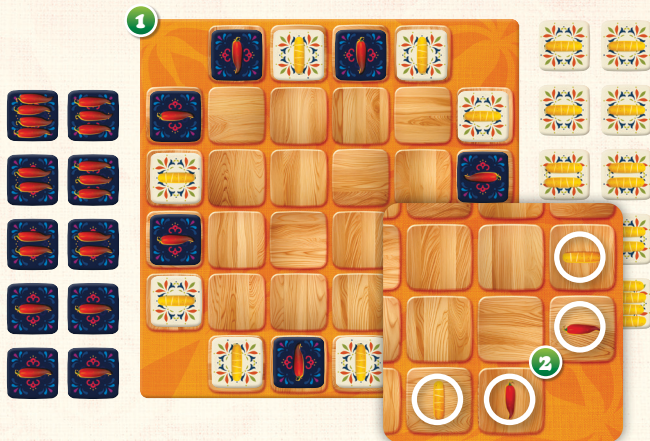


6 Extra tokens (Toast, Ketchup, Mayonnaise, Wasabi, Napkin and Ticket).

Setup

Place the board in the middle of the table **1**.

Each player chooses a type of tapas (Jalapeños or Croquetas) and takes the corresponding tokens. Place the tapas of value 1 as indicated on the board. **2**.



How to play

The player who has eaten the most tapas recently chooses one of his tapas and places it on the board. Then it's the other player's turn. And so on until all the tapas have been played.

To place a tapas on the board, place it behind an opponent's tapas, then move it in a straight line as many squares as its value. If there are other tapas on the line, they move at the same time.

It is forbidden :

- Place your tapas on an empty line;
- Enter through a corner of the board;
- Place yourself between two tapas;
- Enter by pushing one of your tapas;
- Push back the line that has just been pushed.



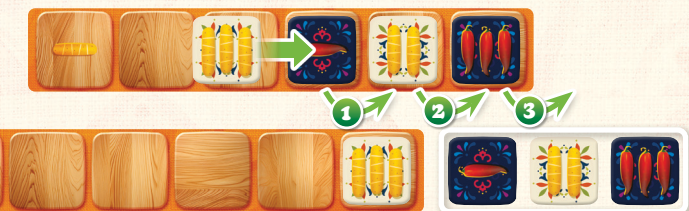
Example: The green arrows indicate where Peter can place his Croquetas tapas on this turn.



Example: Julie plays a Tapas Jalapeños of value 2. She slides it along the line until she encounters a Tapas Croquetas of value 1. She then starts to push it two squares to the right.

Her Tapas Jalapeños begins to push along the line. The Tapas Croquetas it first encounters moves one (empty) square to the right, then pushes the rest of the line one more square to the right, bringing out the Tapas Croquetas of value 2.

When tapas leave the board, each player picks up his opponent's tapas (regardless of which player pushed them). These tapas are used to count points at the end of the game.



Example: Peter plays a tapas Croquetas of value 3. His action removes two Japaleños tapas and one Croquetas tapas from the board. Peter gets the two Japaleños and Julie gets the Croquetas, even though she didn't perform the action.

End of game

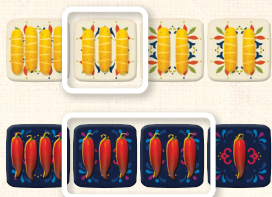
When you've both played your 10 tapas, the game ends. Each player counts the value of the tapas they have gained. The player with the highest score wins the game.



Example: Julie wins with 10 points against Peter who has only 8 points despite having more tapas.

In the event of a tie, compare the number of tapas with the highest value, starting with the highest.

Example: Peter and Julie are tied on 11 points. As they each have the opposite tapas worth 4, they compare tapas worth 3. Peter wins because he has two tapas worth 3, while Julie has only one.



Variations

To bring more variety to your games, you can play with one or more variants. They can be mixed together or played separately.

Red Mojo Variation

This variation adds extra complexity thanks to the Extra tokens.

Place a tray on the special side corresponding to the number of Extra tokens you wish to use (2, 3 or 5), then place them randomly on the corresponding slots.

The game is played in the same way as the classic version, except for the Extra tokens.

Special rules for Extra tokens:

- They can be pushed by all players;
- When they leave the board, they are kept by the player who took them out.

Toast token: Worth 5 points in the final count.

Ketchup, Mayonnaise and Wasabi chips: 1 chip earns 2 points and 2 chips earn 5 points in the final count. If a player has all 3 tokens, he immediately wins the game without having to count points.

Ticket token: When this token is removed from the board, any tapas removed at the same time are removed from the game and are worth no points.

Napkin token: When you remove this token, play again immediately.



Burning Head Variation

Before the start of each of his turns, the first player (only) turns the board clockwise a quarter turn.

You may only play on one of the lines on the side directly facing you.

If you can't place your tapas, rotate the board a further quarter-turn until you can play.

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A rulebook may evolve, but you'll always find the latest version at www.funforge.fr
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