

TACTICO - ADVANCED RULES

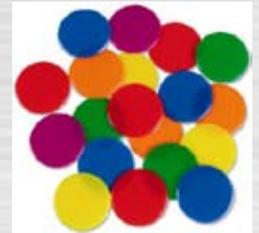
EXPANDING THE EXPERIENCE

Once you have become used to the standard rules of the Tactico game you may want to expand your experience by introducing some advanced rules. These rules are designed to give the **MANAGER** more decisions during their turn and increase the tactical possibilities of the game.

The rules below can be added individually or in any combination.

RULE 1 - SUPPORTER LOYALTY TOKENS

In order to use this rule you will need to have a set of tokens (a pile of small coins will suffice). The size or colour of the token is irrelevant.



Begin the game with the pile of tokens off to one side of the board with the **BANKER** or **AGENT**.

During the game, if your movement around the outer circuit ends on a square where neither a positive or negative action is possible, take a token from the pile. Situations that would qualify are :

Landing on a shirt colour that nobody owns.
Landing on a shirt colour that is equally dominant between 2 or more **MANAGERS**.
Landing on **PHYSIO** and no **PLAYER** is in **HOSPITAL**.

Also take a token if you are the losing team in a football match.

On your future turns you may now choose to spend these tokens (return them to the pile) *instead* of rolling the six sided die and advancing around the board. The actions that can be performed by spending these tokens are listed below. Only one action may be performed during each turn.

1 TOKEN	- Remove a RED CARD from one of your PLAYERS .
2 TOKENS	- Act as if you had landed on the BUY square.
3 TOKENS	- Challenge another MANAGER to a match. (Do not collect LEAGUE BONUS or remove RED-CARDS)
4 TOKENS	- Retrieve a PLAYER from the HOSPITAL for £3million.
5 TOKENS	- Force a straight swap of a single PLAYER between you and another MANAGER for no fee.

RULE 2 - TAKE ADVANTAGE

In order to give **MANAGERS** the chance to capitalize on a strong position treat the **BUY** square as an optional match opportunity. Either buy a player or play a match. But do not collect **LEAGUE BONUS** or remove **RED-CARDS**)



RULE 3 - PLAN YOUR MOVE

In order to give **MANAGERS** greater control in avoiding or landing on specific squares use the option of either rolling one or both 6-sided dice when moving around the outer circuit.



RULE 4 - BIG FINISH

To provide a final challenge before victory is achieved any **MANAGER** who is about to play a match in which there is a potential of winning the league must play against the strongest of the other teams (as chosen by the other **MANAGERS**). In addition this match could be expanded to a 5 **MATCH CARD** game for maximum drama.