

AGES 7+



2-8 PLAYERS



15-45 MIN

T.A.C.O.

TAUNT. ATTACK. CONQUER. OBSESS.

GAME RULES



WHAT IS T.A.C.O.?

T.A.C.O. is a strategic party game. It's an epic race to build tacos, steal ingredients, destroy the competition, and collect as many taco points as you can along the way. The pool of taco points shrinks fast, so grab 'em before they're gone! If you do, you'll win the coveted taco trophy! Are you ready?

THE OBJECTIVE

The winner is the player that scores the most taco points. Taco points form a pool in the middle of the table. You collect points by playing ingredients with point values into your taco. When the last taco point is taken, the round is over.

GAME CONTENTS

- 8 Crunchy Shell cards
- 142 T.A.C.O. cards
- 70 Taco points
- 1 Taco trophy
- 1 Game rules
- 4 Playmats (Deluxe Edition only)



THE SETUP

1. If playing with playmats, place one in front of each player.
2. Give each player a Crunchy Shell card. Place remaining shell cards in the box.
3. Shuffle the T.A.C.O. cards, and deal 5 to each player. Place the remaining deck in the middle of the table and turn over the top card to begin the discard pile.
4. Set the taco trophy in the center of the table next to the deck.
5. Place the recommended number of taco points in the middle of the table to form a pool. *You can add or remove taco points to extend or reduce gameplay.*



Players	Taco points
2	24
3	34
4	40
5	48
6	54
7	60
8	64



SELECTING THE FIRST PLAYER

The person who is holding the taco trophy goes first. Yeah... you might want to grab that thing! Play continues clockwise.

GAMEPLAY

On your turn you will draw a card, then play a card (if you want to). Any card can be played on ANY taco. If you add an ingredient to another player's taco, they receive the effects of the card. Players are allowed to have multiple copies of the same ingredient in their taco.

1. Draw a card.
2. Play a card. Many cards give you taco points or have effects that allow you to perform additional actions:

If you play an ingredient card, place it in your taco and collect the number of taco points shown in the upper left corner of the card. Place the taco points on or above your card.

If your ingredient card has an effect, it activates as you place the ingredient in your taco.

Example: You place *Shredded Beef* in your taco. The card says "Play another card during your turn", so you play *Sour Cream* into your taco. The *Sour Cream* card says "Place a 1 taco point ingredient in your taco." You decide to then add a *Tomato*. In this example, you chained three cards together and scored five taco points.

If you play an Action card, place the card directly into the discard pile and activate its effect.

Example: You play a *Mold* action card and destroy another player's *Shrimp* card. Both the *Mold* and *Shrimp* cards go to the discard pile.

If you play a Poison card, its effect begins immediately. If a poison card destroys or deactivates ingredients in a taco, all associated taco points are returned to the pool.

If you play a Shell card, discard your current shell, place the new one into your taco, and collect the associated taco points.

If you play an Instant card on your turn, take a regular turn as well. Instant cards NEVER count as a turn.

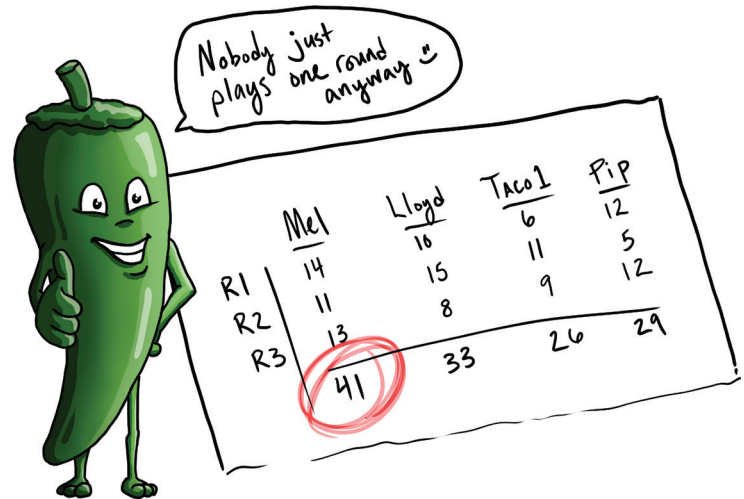
3. End your turn. If you have more than seven cards, you must discard until you only have seven in your hand.

HOW TO WIN!

When the pool of taco points is empty, the round is over. The player who collected the most taco points wins and is awarded the taco trophy! Winning the taco trophy allows a player to:

1. Go first during the next round.
2. Start with a hand of six cards (rather than five).
3. Brag about it all night long.

We recommend playing multiple games back-to-back. To crown an ultimate victor, keep track of your score from each round and total them up at the end.



GIMME THAT TROPHY!

GAMEPLAY VARIANT

Ready to dial it up a notch? In this variant, the taco trophy becomes a game piece worth a bonus of three taco points. The player with the most Basic Ingredient cards in their taco gets to claim the taco trophy and place it with their taco. As soon as another player has at least one more Basic Ingredient than them, they get to steal it to their taco. The player with the taco trophy at the end of the round adds three points to their score. Those Basic Ingredients just got a whole lot more interesting!

T.A.C.O. CARD TYPES

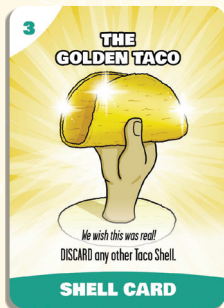
Although there are 6 card types, we break them down into two categories. *Cards that earn taco points* and *cards that don't*.

CARDS THAT EARN TACO POINTS:

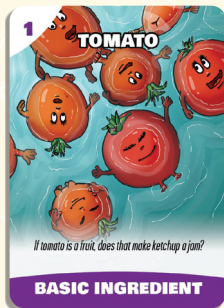


Taco points are displayed in the upper left corner of cards. When you add a card worth taco points to your taco, collect that number of taco points and place them on or above your card. These are a visual representation of your score. Taco points stay with that card as long as it is in play, and move from taco to taco if the card is

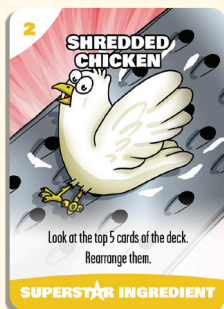
stolen. Some nasty ingredients are worth negative taco points. You might consider placing those in another player's taco instead of your own, wink wink.



Shell cards cannot be destroyed. They also do not count as ingredients and cannot be targeted as an ingredient. Crunchy Shell card is the starting Shell card and has a green back. It is worth zero taco points. Shell cards from the deck range in value from one to three taco points. When you play a new Shell Card, discard your old Shell and replace it with the new one.



Basic Ingredient cards range in value from one to three taco points. These ingredients are plentiful and solid additions to your taco. You can play any number of the same Basic Ingredients in your taco.



Superstar Ingredient cards range in taco point value, and have unique effects. Effects typically activate every time the card is placed into a taco. Some activate when your taco is targeted by a player. Each time a Superstar Ingredient is added to a taco, stolen, pulled out of the discard pile, or swapped, the card effect activates each time it's placed into a taco.

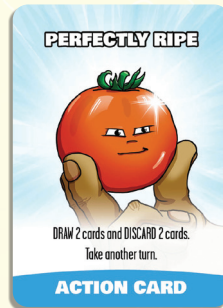
CARDS THAT DON'T EARN TACO POINTS:



Instant cards can be played at any time, during any player's turn. If played during your own turn, they NEVER count as your turn. Instant cards can be played on Instant cards to stop their effects.



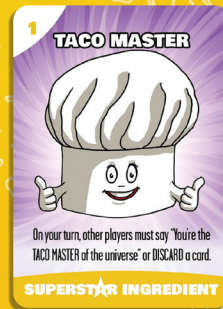
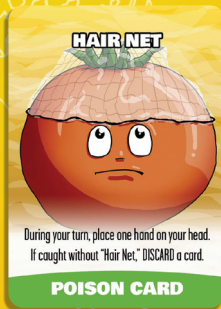
Poison cards are generally played on your opponents. However, they can be played into your own taco. Poison cards remain in your taco until they are destroyed, swapped or returned to your hand. Poison cards might have effects that activate every turn before you draw a card. Be sure to keep other players honest when they are poisoned!



Action cards have effects that activate when the card is played. They are placed directly into the discard pile unless stated otherwise.

DIAL BACK THE ANTICS

These three cards are intended to add even more wackiness and laughs to your game. If your group is uncomfortable with them, feel free to keep them in the box. Doing so won't disturb standard gameplay.



FAQ

When a card action/effect says “ingredient,” does that apply to both Basic Ingredients and Superstar Ingredients? Yes, the term “ingredient” applies to ANY ingredient card. It does NOT apply to Shell, Action, Poison or Instant cards.

What happens when a negative taco point card is played into your taco? You place it on top of, or beside your ingredients. You then remove the equivalent number of taco points and place them back into the pool. When the negative Taco Point card is destroyed, you regain those lost taco points.

What happens when an ingredient (Basic or Superstar) is stolen by another player? Both the card, and the taco points are taken by that player. If the Ingredient has an effect, that effect is activated when it enters the player’s taco.

What happens when an ingredient (Basic or Superstar) is destroyed? When destroyed, the card is put into the discard pile, and any associated taco points are placed back into the pool. Poison cards are also placed into the discard pile when destroyed.

If I play a card into someone else’s taco and the card has an effect, which player gets the benefit? The player whose taco the card entered gets the effect benefit.

TERMS AND DEFINITIONS

DISCARD: Place a card from your hand into the discard pile.

DESTROY: A card in play or in a taco is removed and placed into the discard pile.

INSTANT: A card that can be played at any time during gameplay regardless of turn. Players can stack Instant cards to overrule the card played before it. Instant cards do not count as a turn.

STEAL: Take another player’s ingredient from their taco and place it into your taco. Effects from the stolen ingredient card activate when placed into the new taco, even if it is not that player’s turn.

Example: Player 1 plays a Shredded Beef card. Player 2 plays a Nacho Card-O and steals it. When Player 2 moves Shredded Beef into their taco, they get to play another card immediately as the effect activates.

SWAP: Exchange an ingredient between two tacos. Card effects activate in both tacos if applicable. The current player’s effects activate first if both ingredients have an effect.

CANCEL: Stops the current play immediately. It cancels all card effects and sends the last card played to the discard pile along with the Instant card that canceled it.

DRAW: A player draws as many cards as the effect states from the top of the deck.

RETURN: Remove a card from a player’s taco and place it back into their hand. They may reactivate any effect again when placing it back into their taco.

RANDOMLY SELECT: A player fans their hand of cards with the backs exposed to the player drawing a card. The player draws a card at random.

PLAY IMMEDIATELY: When a card is drawn that says “PLAY IMMEDIATELY”, the player is forced to play that card for their turn. The effect activates immediately. If this card is dealt into your initial hand, discard the card and draw another card before play begins.

MEAT INGREDIENT: Any ingredient card that has beef, chicken, pork, or seafood/fish.

VEGETABLE INGREDIENT: Any ingredient card that is NOT meat. Yes, this includes fruit ingredient cards. Regardless of where you stand on tomatoes being fruits or vegetables, in this game, all non-meat ingredients are considered vegetables. Sorry, not sorry :)

-1, -2, OR -3 TACO POINT INGREDIENTS: These ingredients are best played into your opponents’ tacos. When a negative taco point card enters a player’s taco, they remove that number of taco points and place them into the pool. Once that card is destroyed, regain any lost taco points.

WANT MORE T.A.C.O.?

Be sure to check out the GROSS-OUT Expansion! Grosser ingredients, new game mechanics, and a unique GROSS-OUT Playmat!



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