

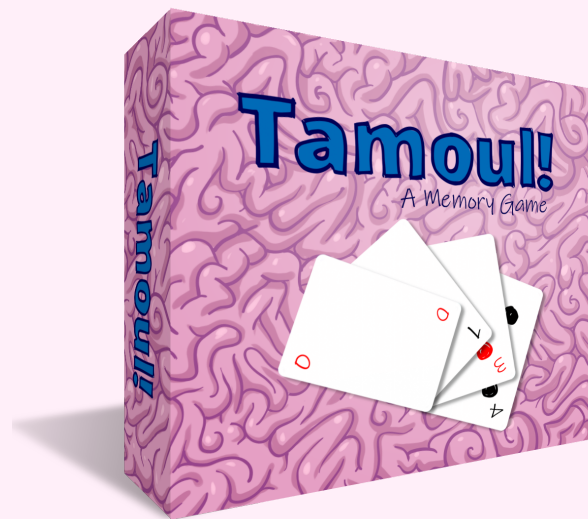
Tamoul!

Tamoul is a card game that involves memory and manipulation. The game uses a deck of cards with each suit numbered from 0 to 13.

The objective of the game is for each player to minimize the sum of his or her cards, four of which are played face-down to the table at the start of a round. Face-down cards may be revealed and swapped by card effects.

The origins of the game are unknown, possibly Middle Eastern, and has many variations that are being played around the world. Other games with very similar rules: Cabo, Golf, Rat-a-Tat Cat, Cambio, Pablo, Braguet, Cactus, Deutsch, Gabo, Kabou, Kobo, Marmotte, Tamalou.

It can be played with a standard deck of cards, but this edition of Tamoul includes custom cards to simplify learning the rules.



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Game pieces

The game contains:

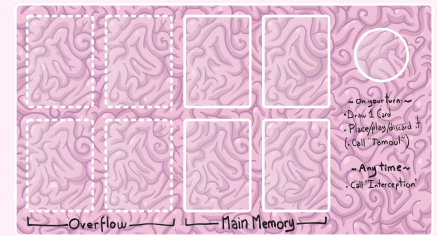
A deck of 52 cards



1 board for the draw/discard/interception pile



6 Player boards hold the player's cards



6 Reversible "Tamoul!" tiles



6 Point counting tokens
(on the player board)

Gameplay

Setup

Each player is dealt 4 cards, face down, in the 4 spots marked "Main Memory".

After the deal, players may look at the bottom 2 cards on their own Main Memory area, then place them back in the same spot, face-down again.

Players then take turns in counter-clockwise order.

Player Turn

On their turn, the player have to:

1. Draw a card: The player either draws the top card from the draw pile (face down) or the top card from the discard pile.
2. Take the card in hand and look at it
3. Either decide to keep the card, or discard it.
 - a. Keeping the card: In order to keep the card, you need to replace one of your existing cards. Place the unwanted card in the discard pile face up, then place the new card face down in the newly freed spot. Don't forget to memorize it first!
 - b. Discarding the card: when you discard a card you have drawn, simply place it on top of the discard pile. If the card you are discarding has an action written on it (7 and above), you must now take that action. See further down in these rules for a detailed description of the possible actions.

Note: You can't discard a card that you have drawn from the discard pile, not use its power, a card drawn from the discard pile must be kept.
4. If you believe that the total value of the cards in front of you is equal or inferior to 8, you may now call Tamoul! To do so, flip the tile in front of you.

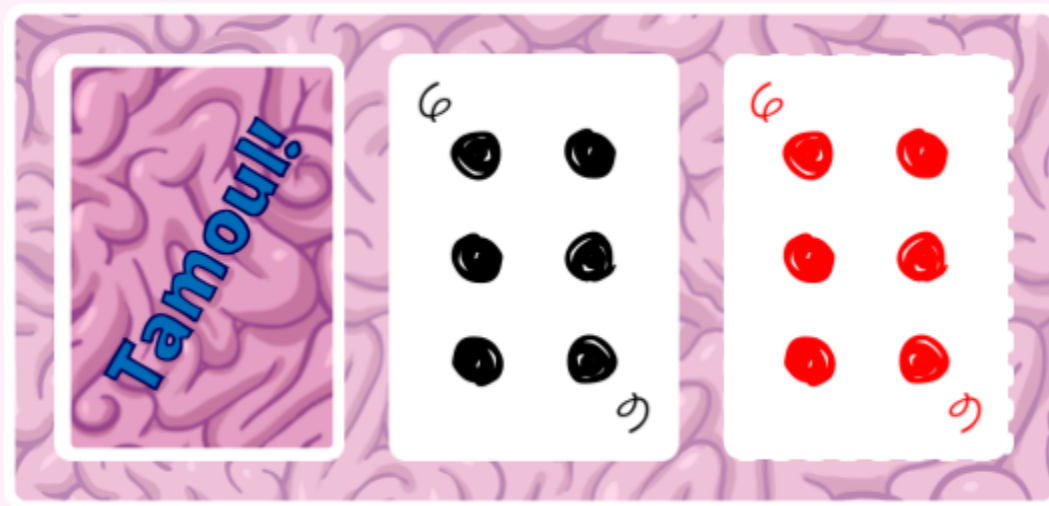
Interception

If you believe that the visible card on top of the discard pile is an exact match for one of the cards you have memorized, you may attempt an interception at any time, even during someone else's turn. Be careful though, because a failed interception can have a heavy cost.

To perform an interception, place the card that you believe to be a match for the top discard card in the interception spot.

Now compare the cards, if they are an exact match (value and color), the interception is successful, and the card can be discarded. The player who performed the successful interception now has one less card on their board.

If the cards do not match, the interception fails. The player who attempted the interception takes their card back, as well as one card from the draw pile. They place this card face down on their board, in any empty spot, without looking at it. They now have one more card to deal with.



In this example, Raoul attempted an interception but failed miserably. He must now take back his red 6, as well as a new card.



Here, Nick was successful and managed to get rid of an 11. Other players now hate Nick, but well done.

End of the Round

once a player calls "Tamoul!", the cards in front of them may not be changed anymore. The players who have called "Tamoul!" are protected from any action, and cannot attempt interceptions.

The other players continue playing until each player has had one turn. once all other players have had a chance to play, the round is over.

If another player manages to bring the total value of their cards to 8 or less, they may also call "Tamoul!".

The cards are then revealed and the value of the cards counted.

Each player scores the sum of the value of the cards in front of them.

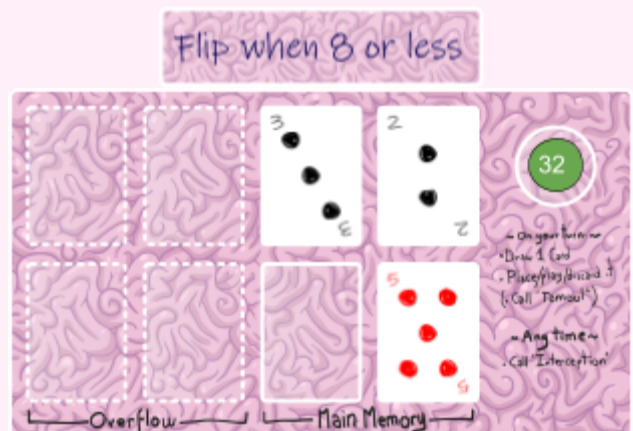
The score for players who had called "Tamoul!" is calculated differently. If the player did have 8 points or less, they score 0 points.

However, if they had more than 8 points, they score the sum of the value of their cards + 25 as a punishment. we don't take calling "Tamoul!" lightly around here.

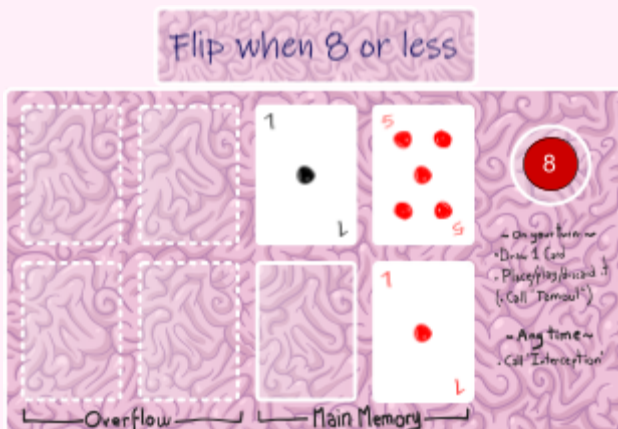
Add the score of the round to the counter token.



Cassie called "Tamoul!" and has a total of 8 points. She scores 0, as her Tamoul was successful.



Lexi scores 10 points. Not bad, not great.



Lenita could have called "Tamoul!", but didn't. She scores 7 points.



Ship called "Tamoul!" but didn't have 8 or less points. He scores $10 + 25 = 35$. ouch!

End of the Game

The game ends when one of the players reaches a predefined number of points, usually 50 or 100. The player with the least points wins the game, while the one with the most points loses.

Here are some average playing times for reaching a certain score:

	3 players	4 players	5 players	6 players
50 points:	~15min	~25min	~40min	~50min
100 points:	~35min	~1h	~1h30	~2h

Actions

- 7 or 8: the player must look at one of their own cards. They can look at any one of them, but no more than one card per action.
- 9 or 10: look at one of another player's cards. It can be any card but not the player's own card.
- 11 or 12: swap any two cards on the table, of any player. This can include one of the player's own cards but doesn't have to. Swapping a card known to an opponent for one unknown to them can be a solid strategy to mess with them.
- 13 (only exists in black): perform both the actions of 9/10 and 11/12. You can look at an opponent's card, then exchange any two cards. This can include the card that was looked at but doesn't have to be.