

# TABULA RASA

## An Exciting Contest for Cool Heads

### A Game by Reiner Knizia

Players: 2-4

Age: 8 and up

Duration: c. 20 minutes.

Spiel Spass game No. 10002

German Edition:

(P) 1999, W&L Verlagsgesellschaft, D-97828 Marktheidenfeld, Germany;

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English Translation:

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Ten estates for the taking. Playing clockwise, place one of your knights into an estate to strengthen your claim. In the end, the player with the most knights in an estate takes possession. The player with the most valuable estates wins the game.

### Contents

- 50 knight cards
  - 21 tiles (10 estates, 10 treasures, 1 castle)
  - 1 rulebook
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## CARDS & TILES

The knight cards are in five different colours, each with values 1 to 5 twice.

The tiles show the ten available estates. There is one tile for each number (1 to 5) and one for each of the five colours. Estate tiles score 1 to 5 points.

All treasure tiles score 1 point. They are less valuable than the estates, but they may help compensate for not getting an estate.

The castle tile scores a 5 point bonus for its owner.

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## PREPARATION

Display the tiles as shown in the German rulebook (diagram, page 2).

[Place the ten estate tiles face-up in a row, 1-5 on the left, then each of the colours on the right. Beneath each of these place one treasure tile face-up. The castle tile is placed face-up to the very left of the estate tiles.]

With two players, one places his knight cards above the row of estate tiles, the other places his knight cards below the row of treasure tiles. With three players, leave a gap between the rows of estate and treasure tiles, so that the third player can use this space in which to place his knight cards. With four players, opposite players form a team, therefore knight cards are placed above and below the rows of tiles, as for two players.

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## PLAY

Shuffle the cards, then discard two of them unseen out of the game. Deal eight cards into each player's hand. The remaining deck is placed in the middle. The player to the left of the dealer starts, then play progresses clockwise.

On your turn select a card from your hand, and place it at an appropriate space of the layout:

each card may either be placed next to the estate with the same number or next to the estate with the same colour (if, in the course of the game, you play several cards next to the same estate, overlap them to save space).

At the end of your turn, draw a card from the deck. When the deck is exhausted, no further cards may be drawn, but play continues as normal.

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## GAME END and SCORING

The game concludes when the deck and all players' hands are exhausted.

Then score all ten estates from left (no. 1) to right (last colour). The player or the team with the most knight cards next to an estate wins it, and places the estate tile face-up in front of them. The player or the team with the second-most knight cards similarly gets the corresponding treasure tile. A player or team that has not played any knight card next to an estate cannot gain the estate or treasure tile. Tiles which are not awarded are discarded.

If two players have the same highest number of cards next to an estate, they both receive a tile of value 1. To this end, the estate tile is flipped over to become a treasure tile of value 1. With three players all three may be tied, or there may be a tie for the second-most number of knight cards between two players. In both of these cases, the tied players do not score.

**BONUS:** When scoring the five estates with values from 1 to 5, the first player or team to gain two estate tiles also wins the castle tile. If the estates with values 1 to 5 have been scored, but due to ties no player has claimed two estates, the castle tile is discarded.

The player or team with the highest total points on their tiles wins the game.

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