

# Tóncc



20 minutes  
3 players  
10 to adult

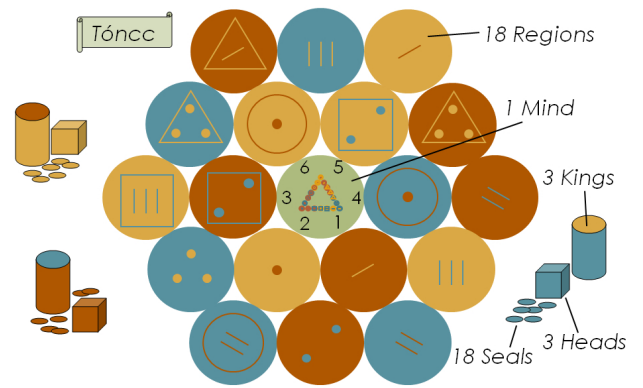
*In the beginning was the Mind.*

*It created Tóncc and everything was green. Colours, shapes and numbers appeared and then three Kings were born.*

*Now the Kings strive to create imaginary Kingdoms.*

*Who will have more talent? Who better intuition?*

*Here's the winner, here's the real King!*



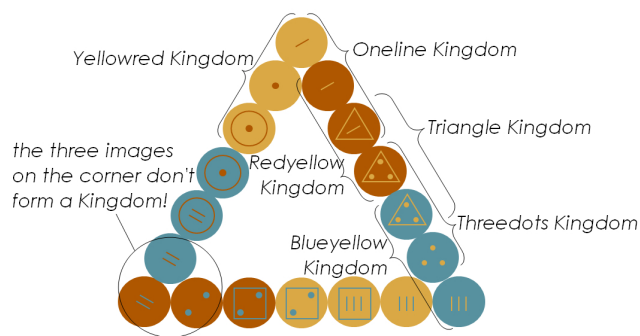
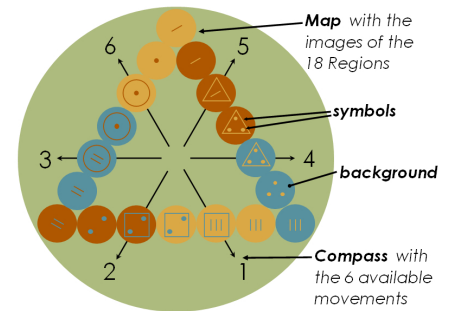
## Purpose of the game

To build Kingdoms by composing three of a kind of colours, shapes or numbers.

## The creation

Place the Mind in the middle of the table. Shuffle the Regions and place them face down around the Mind, each Region touching the others. Now rotate the Mind so that each of the 6 numbers coincides exactly with one of the 6 Regions adjacent to it. You have just created Tóncc; now turn the Regions over so that the symbols are showing (figure above).

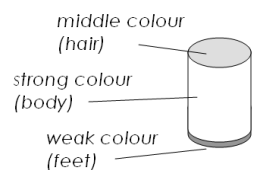
Each player draws a colour: red, yellow or blue. Then they receive the King, the Head and the 6 Seals of the drawn colour. King Blue has yellow hair, King Yellow has red hair, King Red has blue hair (figure above).



## Kingdoms and Kings

Three Regions form a Kingdom when they have in common one of the following characteristics: **colour** (the combination of the background and the symbol, e.g., blue background and yellow symbol correspond to the blue-yellow colour), **shape** (circle, square or triangle), **number of lines**, **number of dots**. On the **Map** of the Mind (figure above) all the 18 Regions are represented in order to clearly visualize the 15 achievable Kingdoms, all linked one to the others.

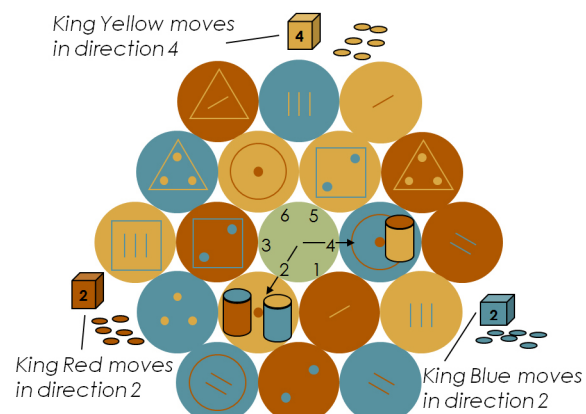
Every King has a **strong colour** (body), a **middle colour** (hair) and a **weak colour** (feet).



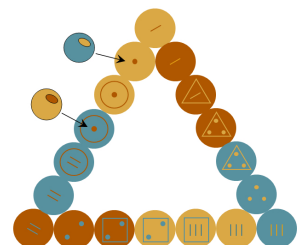
## The challenge

**The Kings move simultaneously.** You all choose mentally which Region, among the **6 adjacent to the Mind**, your King wants to conquer. You all put your Heads on the table, hiding them with a hand. The upper face of the Head has to show the movement to reach the chosen Region: in fact, each of the 6 above-mentioned Regions corresponds to one of the movements marked on the Compass (it is as if the Kings came out of the Mind and stepped on the chosen Regions).

When you are all ready, reveal the Heads and move the Kings on the chosen Regions (figure below).



Once the Kings have moved, you all put one of your 6 Seals on the image of the Map that represents the Region where your King stands (figure on the right), then **turn the Region face down** (all the Kings remain on it). If more than one King stand on the same Region there is a **contest**. Check the background colour of the Region: the King that prevails is the stronger on that colour (see the paragraph "Kingdoms and Kings").

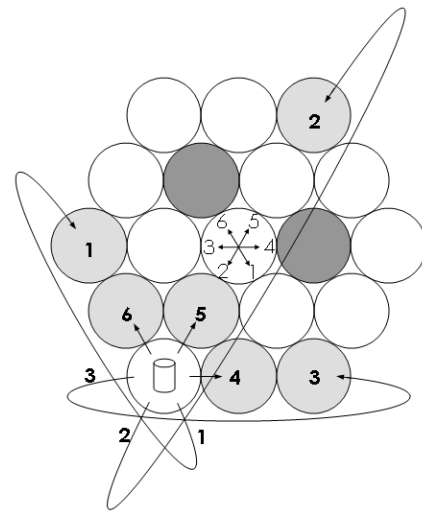
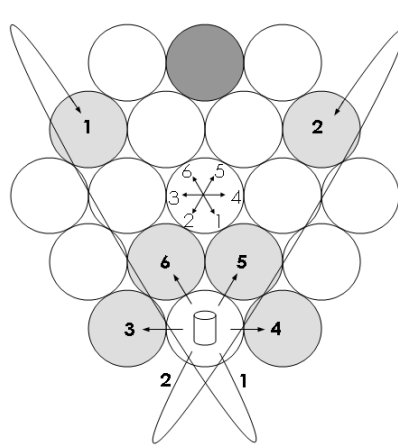
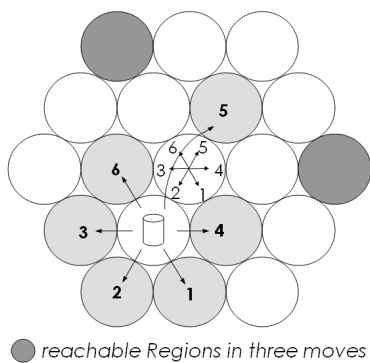


Just the conqueror puts a Seal on the Map (**visually**, the King that prevails is the one that shows the larger coloured surface that matches the background of the contended Region). In the figure above, King Red and The challenge continues with the same sequence of actions: **choice of the movement**, **movement**, **conquest**. **The Kings must move one single step at a time** and they always have 6 possible movements. To determine the 6 Regions reachable, imagine as if the Compass (move it without rotating it) was drawn on the Region where the King stands (following figures).

If the King is on an internal Region and the chosen movement would put it on the Mind, the latter is skipped and the King is placed on the following Region.

If the King is on an external Region and the chosen movement would take it out of Tóncc, reverse the direction and place the King on the last Region in that direction.

Kings moved on a face down Region cannot conquer it.



## End of the challenge

When one or more Kings put their last Seal on the Map, they mark with the Head a score equal to the number of Kings standing in that moment on Tóncc (**king points**). Only these Kings quit the challenge leaving the Tóncc board. The other Kings continue the challenge until they have placed all their Seals on the Map: Tóncc has become green again.

The challenge will also end when no player conquers any Region in three consecutive moves. Assign the king points, but not the unconquered Regions.

## The winner

A King has realised one Kingdom if he has placed **3 Seals in a row** on the same side of the Map, two Kingdoms if the Seals in a row are four and so on (following figure): before the calculation, take off from the Map all the Seals that don't form a Kingdom.

Consider **one Kingdom at a time** and compare the background colour of the three Regions with the King's colours. The King gets these points (p.):

- 1 for each Region with background equal to the King's body
- 2 for each Region with background equal to the King's hair
- 3 for each Region with background equal to the King's feet

It follows that each Kingdom is worth 3 to 9 points. The **score** of each King is the sum of the **kingdom points** (the value of the realised Kingdoms) and the **king points** (the number marked with the Head at the end of the challenge).

At the end of each challenge the King with the highest score gets **2 tóncc points**, the one with the middle score gets **1 tóncc point**, the one with the lowest score doesn't get tóncc points. If the three Kings get the same score, all get 1 tóncc point. If **two Kings get the same score**, the tóncc points go to the one, among them, that is the weaker for 2 colours out of 3, so:

**King Blue beats King Yellow**, as it's weaker on yellow and red;

**King Yellow beats King Red**, as it's weaker on red and blue;

**King Red beats King Blue**, as it's weaker on blue and yellow.

In the example of the following figure, King Red gets 2 tóncc points, because he has the highest score (12 points); King Blue and King Yellow scored both 10 points: in this case King Blue beats King Yellow and gets 1 tóncc point.

**The Game ends after 3 challenges:** keep the same Kings, but shuffle the Regions each time. Sum the tóncc points to declare the winner of the game (in case of a tie, the weaker king wins).

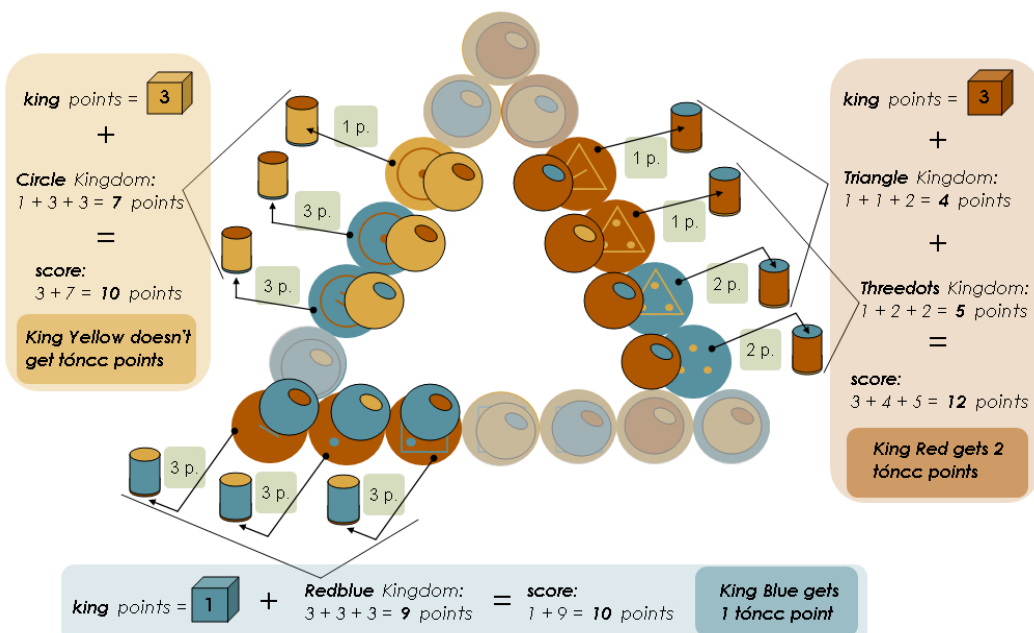
## Notes

If during the challenge you observe any misplacement, try to re-establish the correct situation: no King will receive a penalty.

During the challenge everyone is free to tell his/her opinion about strategies or moves: in any case, the Heads will decree the fate of the Kings.



To my family, to my friends, to those who believe in Tóncc.



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