

SCHOTTEN TOTTEN

Deck: 54 Clan Cards, in 6 suits of 1-9, *10 Tactic Cards*.

Setup: Place the 9 Stone Tiles in a line between the players.

Players compete to control these stones.

Deal 6 Clans Cards to each player.

First Player is whoever last visited Scotland.

During their turn each player does the following, in order:

1. Play a Card on their side of any unclaimed stone that they have less than 3 cards at.

2. Claim Stones: If both players have played 3 cards to a stone, the player with the stronger set there may claim it, moving the tile to below their set of cards.

A player may claim any stones that they've 3 cards at if, based on the cards already played, it's impossible for the other player to beat them there. (Doesn't have to be the stone they just played to)

3. Draw a Card from the deck.

Sets: from strongest to weakest

Colour Run: 3 consecutive cards of the same suit.

Three of a Kind: 3 cards of the same value.

Colour: 3 cards of the same suit.

Run: 3 consecutive cards.

Sum: Any 3 cards.

If tied, set with highest sum of values wins.

If still tied, the player who played their third card first wins.

Runs do not have to be played in order.

Winning the Game: First Player to claim 3 adjacent Stones or any 5 Stones wins the game.

Multiple Rounds: If playing multiple rounds, the winner gains 5pts, and the loser gains 1 point per stone they claimed.

Clarifications: *If the deck is empty, players skip "Draw a Card".
If there is no Stone a player can play to, they must pass.*

TACTICS VARIANT

Setup: Deal each player 7 Clan Cards instead of 6.

Place the Tactic cards as a separate deck.

Playing a Card: players may play either a Clan or Tactics card.

A player may only play a Tactic Card if both players have so far played that same number of Tactic Cards.

Drawing a Card: players may Draw from either deck.

If Claiming a Stone that has 3 cards on only one side, check only if unplayed Clan Cards, not Tactic Cards, could change the outcome.

Expert Variant: Turn Structure is: 1. Claim 2. Play 3. Draw.

Elite Troops: Played as Clan Cards

Joker: Decide its value (1-9) & colour when Claiming.

 *Each player may only play one Joker, if a player has the other Joker in their hand it stays there until the end of the game.*

7 **Spy:** Value 7, decide its suit when Claiming.

123 **Shield Bearer:** Choose its value (1-3) & colour when Claiming.

Combat Modes: Played atop a Stone

-  **Blind Man's Bluff:** When Claiming at this Stone compare the Sets' strength using Sum only.
-  **Mud Fight:** This Stone needs 4 cards on either side, not 3, to be Claimed.

Ruses: Played face-up by the deck

-  **Recruiter:** Draw a total of 3 cards from one or both decks. Choose 2 cards from your entire hand & place them at the bottom of their corresponding deck.
-  **Strategists:** Move a Clan or Tactic Card on your side to a different Stone, or discard it face-up.
-  **Banshee:** Choose a Clan or Tactic card on your opponent's side and discard it face-up.
-  **Traitor:** Choose a Clan Card at an unclaimed stone on your opponent's side and move it to an unclaimed stone on yours.