

Tattoo Turtles

A board game for 2 players by **Vincent Everaert**

INTRODUCTION

In **Tattoo Turtles** each player controls 8 turtles on his side of the board. The winner is the one who will send one of his turtles to the opponent's side.

Turtles can be moved one step forwards, or jump over other turtles. Jumping over an opponent's turtle neutralizes it, while jumping over a neutralized turtle activates it again - on either side.

In this variant, jumping over tattooed turtles will trigger some special effects.

Tattoo Turtles is a variant of **Tortuga** by the same designer (Vincent Everaert). We'll first show you the rules of **Tortuga** and then the variant.

COMPONENTS

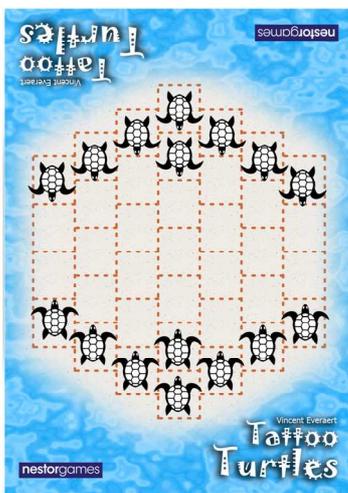
Tattoo Turtles includes:

- Board
- 16 green turtles (shown in black in this rulebook for clarity)
- 8 (4+4) tattooed turtles
- Carrying case

SETUP (basic game)

Place the board in the middle of the playing surface.

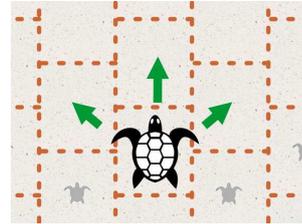
Each player places 8 turtles on the starting points on his side of the board (see figure). The starting player is determined randomly. The orientation of the turtles determines their ownership. Player A's turtles are facing player B and vice versa.



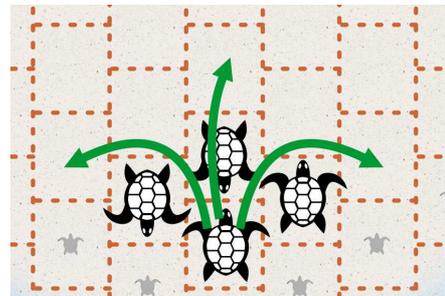
HOW TO PLAY

All turtles are **active** (shell visible) at the start of the game. Players alternate turns doing **one** of these two things:

- **Moving** one turtle forward, straight or sideways, but never backwards.



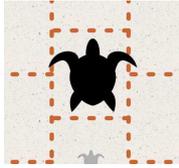
- **Jumping** with one of their turtles:
 - o Turtles always jump forward, straight or sideways, but never backwards.
 - o Turtles jump **over other turtles** (friendly or opposing) as shown in the figure.



- o **Starting** a jump over an opposing turtle is mandatory, but **starting** a jump over a friendly one is not.
- o Once a jump has been initiated, it must be **completed** by jumping over as many turtles as possible, but...
- o ... a turtle **cannot** jump over **friendly and opposing** turtles during the same sequence of jumps. This is, if it starts jumping over a friendly turtle, it cannot jump over an opposing turtle on the same turn and vice versa.
- o A turtle can jump over '**neutralized**' turtles (see below)

EFFECTS OF JUMPS

- A friendly turtle jumped over is not flipped over.
- An opposing **active** turtle jumped over is immediately flipped over, and it becomes **neutralized**. Neutralized turtles cannot be moved by any player until flipped over again (by jumping over them).



A neutralized turtle

- When a **neutralized** turtle is flipped over (by jumping over it with another turtle) it becomes **active** again. The player that jumped over it chooses the team that this turtle will belong to, by facing it in the corresponding direction.

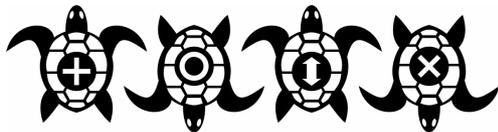
END OF GAME

The game ends when one player **wins** by reaching the **farthest square** with one of his turtles or **loses** by stalemate.



TATTOO TURTLES VARIANT

This variant uses the special tattooed turtles:



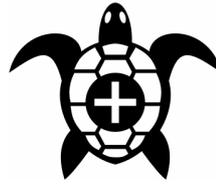
After the setup phase, each player gets 4 tattoo turtles, one of each type, and places them on the board replacing any 4 of his non-tattooed turtles. These replaced turtles are set aside and might be used during the game.

Note: Players may choose to play the game with less tattooed turtles, but the total number of turtles on each side must be always 8.

Tattoo turtles move like normal turtles. But they trigger a special effect when **neutralized by an opponent's jump** (as soon as the jump is completed). Note that several turtles may be neutralized during the same turn (by a sequence of jumps).

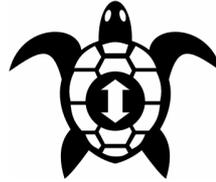
The **owner** of the **neutralized** turtle/s executes its/their special effect/s before starting his turn. Using the special effects is mandatory, but they can be executed in any order.

SPECIAL EFFECTS



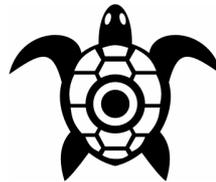
Life: If possible, add a new non-tattooed turtle to an empty 'starting point' on your side of the board.

This turtle is **not** removed from the board after executing its special effect.

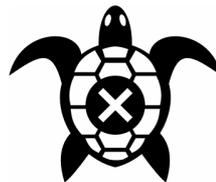


Exchange: The opponent must change the orientation of one of his turtles (now it becomes yours!). The opponent chooses which one.

Then the tattooed turtle is **removed** from the board.



Immortality: Replace this tattooed turtle with one of the non-tattooed turtles that are outside the board (in the orientation of your team).



Contamination: Remove from the board any adjacent turtle of your opponent.

Then the tattooed turtle is **removed** from the board.

HATCHING DAY VARIANT

The sun heats hard the Turtle Island. Today is the big day, the birth! Soar to the sea, while the laggards keep access to spawning grounds.

For more variety in your games of **Tortuga**, the day of hatching allows players to start the race with a reduced number of turtles and maintain reserves to boost an attack or for extra defense.

The board starts empty. In addition to the rules above, players can add one or more new turtles to the board on their turn (on their starting points) instead of moving. Adding a new turtle in the first square is forbidden (your opponent's goal square). Remember that jumps over opposing pieces are mandatory.

In the first turn, the starting player must add one or two turtles. From now on, the difference between the number of turtles in the player's reserves cannot be bigger than two. Example: If the first player places 2 turtles, his opponent can place up to 4 on his turn.