



Projective Tau

By Tau Games

Rules

Deal 12 cards in a 4x3 grid.

When a player sees a Tau, they yell "Tau!" and collect those three cards, keeping them for scoring. Replace the three cards with cards from the deck. If no Tau is found, add three cards to the grid.

Play until the deck is exhausted and no Taus remain.

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Collect as many Taus as you can!

Taus

Each card has 3 symbols: two lines, two triangles, and one circle. These symbols appear in brown, pink, or blue. They can also be blank.

Three cards are a Tau if, for each of the three symbols, all cards are different colours, two cards are the same and one is blank, or all three are blank.

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Examples

A Tau: the lines are all different, the triangles are two the same, plus a blank, and the circles are all blank:



Not a Tau: it has three of the same line, and only one triangle:

