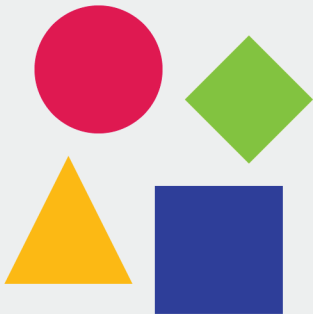


QUAD TAU



BY TAU GAMES

RULES

Deal 9 cards in a 3x3 grid. When a player sees a Tau, they yell "Tau!" and collect those four cards, keeping them for scoring. Replace the four cards from the deck.

If no Tau is found, add three additional cards to the grid.

Play until the deck is exhausted and no Taus remain in the grid.

The player who collects the most Taus wins!

TAUS

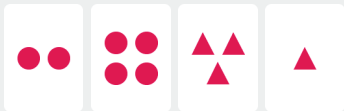
Each card has 3 properties: colour, shape, and number. Each property has 4 possible values.

4 cards are a Tau if, for each of the three properties: all the cards are the same; all the cards are different; or two cards have one value, and the other two cards have a different value.

This can also be stated as: if any two cards differ in a property, and the other two don't, it's not a Tau.

EXAMPLES

This is a Tau - the colours are all the same, the numbers are all different, and the shapes are two of one, and two of another:



This is not - each of the properties disobeys the rules:

