

TANWORMS



OVERVIEW

TAPEWORM IS A TILE-LAYING CARD GAME OF SPATIAL COLOR MATCHING. PLAYERS COMPETE TO BUILD LONG AND COLORFUL TAPEWORMS BY LAYING DOWN CARDS OF MATCHING COLORS UNTIL A MATCHING HEAD SEGMENT IS PLAYED, COMPLETING THE TAPEWORM. THE FIRST PLAYER TO EMPTY THEIR HAND OF CARDS IS THE WINNER!

AGE 8+

1-4 PLAYERS

15-30 MINUTES

COMPONENTS

80 TAPEWORM CARDS (INCLUDING 1 START CARD)

4 PLAYER AID CARDS

XX ABILITY CARDS

SETUP

PLACE THE START CARD IN THE MIDDLE OF THE TABLE BETWEEN ALL PLAYERS. SHUFFLE THE DECK OF TAPEWORM CARDS, AND DEAL OUT 5 CARDS TO EACH PLAYER, PLACING THE DECK NEAR THE PLAYERS.

GAMEPLAY

BEGINNING WITH THE PLAYER WHO MOST RESEMBLES A WORM (OR JUST RANDOMIZE IT), THE ACTIVE PLAYER DRAWS A CARD FROM THE TAPEWORM DECK, THEN PLAYS A CARD FROM THEIR HAND THAT MATCHES THE COLOR OF ANY OPEN TAPEWORM SEGMENT ON THE TABLE. THE ACTIVE PLAYER MAY CONTINUE TO PLAY CARDS OF THAT COLOR (BUT ONLY THAT COLOR) UNTIL EITHER A: THE TAPEWORM ENDS (A TAPEWORM HEAD IS PLAYED), B: THE TAPEWORM CHANGES COLOR, OR C: THEY HAVE NO MORE CARDS TO PLAY OF THAT COLOR, IN WHICH EVENT THEIR TURN ENDS AND PLAY MOVES TO THE NEXT PLAYER IN CLOCKWISE ORDER.

CARD PLACEMENT

EACH CARD MUST BE PLACED SIDE BY SIDE WITH A PREVIOUSLY PLAYED CARD, AND THE CARDS MAY NOT OVERLAP. ALL SEGMENTS ON THE PLAYED CARD MUST MATCH THE COLOR OF THE SEGMENTS ON ANY ADJACENT CARDS, AND YOU CANNOT PLACE A CARD THAT WOULD FALL OFF THE EDGE OF THE TABLE.

GAME END

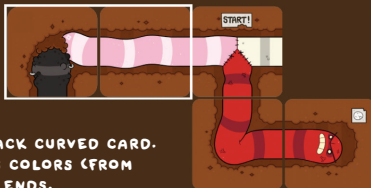
THE FIRST PLAYER TO HAVE NO CARDS IN HAND AT THE END OF THEIR TURN WINS!



EXAMPLE:

PLAYER 1 PLACES A RED CURVE CARD NEXT TO THE RED TAPEWORM SEGMENT ON THE START CARD. PLAYER 1 MAY CONTINUE TO PLACE RED SEGMENTS AND PLACES A RED HEAD WHICH ENDS THE TAPEWORM AND PLAYER 1'S TURN.

PLAYER 2 THEN PLACES A PINK STRAIGHT CARD NEXT TO THE PINK TAPEWORM SEGMENT ON THE START CARD. PLAYER 2 MAY CONTINUE TO PLACE PINK SEGMENTS AND PLACES A PINK/BLACK CURVED CARD. BECAUSE THE TAPEWORM CHANGES COLORS (FROM PINK TO BLACK), PLAYER 2'S TURN ENDS.



PLAYER 3 HAS A CARD THAT WILL MATCH EITHER THE BLACK OR WHITE SEGMENTS THAT ARE OPEN TO BE PLAYED ON, HOWEVER, WHEN PLAYING NEXT TO THE WHITE SEGMENT, THE BLACK SEGMENT ON THE PLAYED CARD DOES NOT MATCH THE ADJACENT CARD, SO PLAYER 3 INSTEAD PLAYS A CARD NEXT TO THE BLACK SEGMENT. WHEN PLAYED, THE TAPEWORM CHANGES COLORS, ENDING PLAYER 3'S TURN.



CARD EFFECTS

IF A PLAYED CARD HAS A SPECIAL EFFECT ICON ON IT, THE ACTIVE PLAYER MAY IMMEDIATELY USE THE EFFECT SHOWN ON THAT CARD.

WILD

A RAINBOW CARD MAY BE PLAYED ON ANY SEGMENT, BUT ONCE PLACED, IT ASSUMES THE COLOR OF THE CARD IT IS FIRST ATTACHED TO AND DOES NOT CHANGE COLOR.



CUT: DISCARD A CUT CARD TO SEVER A TAPEWORM AT THE CONNECTION POINT BETWEEN 2 CARDS. TO CUT A TAPEWORM, CHOOSE A LINE THAT CONNECTS 2 SEGMENTS OF THE SAME COLOR AS THE CUT CARD AND DISCARD ALL CARDS ATTACHED TO THE CUT LINE ON THE SIDE OF THE TAPEWORM FURTHEST FROM (AND MOVING AWAY FROM) THE START CARD. THE CUT LINE MAY NOT BE PART OF A RINGWORM (SEE RINGWORM BELOW). YOU MAY PLAY A CUT CARD AT THE BEGINNING OF, OR IN THE MIDDLE OF, YOUR TURN, BUT THE CUT CARD AND ALL CARDS PLAYED THAT TURN MUST BE THE SAME COLOR.



PEEK: DRAW A CARD FROM THE DECK, THEN PUT A CARD FROM YOUR HAND ON THE TOP OF THE DECK. YOU MAY CHOOSE TO PUT THE CARD YOU DREW BACK ON TOP OF THE DECK.



HATCH: FORCE ANOTHER PLAYER TO DRAW A CARD FROM THE DECK.



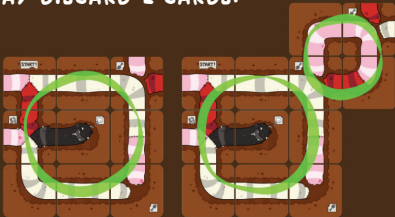
SWAP: CHOOSE A PLAYER AND LOOK AT THEIR HAND. YOU MAY TRADE A CARD FROM YOUR HAND FOR A CARD IN THEIR HAND.



DIG: DRAW A CARD FROM THE DECK, THEN DISCARD A CARD. YOU MAY CHOOSE TO DISCARD THE CARD YOU JUST DREW.

RINGWORM

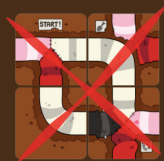
IF AT ANY TIME A PLAYER COMPLETES A FULLY CONNECTED RING, THEY MAY DISCARD 2 CARDS.



NOTE: YOU CAN NOT CUT A SEGMENT THAT IS PART OF A RINGWORM ONLY A SEGMENT THAT WHEN SEVERED CAN BE COMPLETELY DETACHED WITH A SINGLE CUT.

CLARIFICATIONS

- IN THE EXTREMELY RARE EVENT THAT NO PLAYER RUNS OUT OF CARDS BEFORE THE DECK RUNS OUT, SHUFFLE THE DISCARDED TAPEWORM CARDS, FORM A NEW FACEDOWN DECK, AND CONTINUE PLAYING.
- IN THE EVENT THAT, AFTER DRAWING A NEW CARD, THE ACTIVE PLAYER DOES NOT HAVE A LEGAL PLAY (BECAUSE THEY DO NOT HAVE A CARD THAT MATCHES AN OPEN TAPEWORM OR ALL TAPEWORMS HAVE A HEAD ON THEM AND THE ACTIVE PLAYER DOES NOT HAVE A CUT CARD), THE ACTIVE PLAYER SIMPLY SKIPS THE REMAINDER OF THEIR TURN AND PLAY MOVES CLOCKWISE.
- YOU CAN NOT PLACE OPEN ENDS OF CARDS AGAINST OTHER CARDS UNLESS THEY CONNECT CORRECTLY. THE FOLLOWING PICS SHOW INCORRECT PLACEMENT OF CARDS.



ABILITY CARDS

(OPTIONAL):

FOR MORE ADVANCED GAMEPLAY, YOU MAY ADD ABILITY CARDS TO THE GAME. WHEN PLAYING WITH ABILITY CARDS, DURING SETUP, SHUFFLE THE ABILITY CARDS AND DEAL 1 CARD TO EACH PLAYER. EACH PLAYER PLAYS WITH THEIR DEALT ABILITY CARD FACE UP AND MAY USE THEIR BONUS ABILITY DURING THE GAME.

CREDITS

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