

# TINCO



3-6



10+



20 min



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Casa Locomotiva

**A less than Zen party game  
of frantic action  
and superior kung fu.**

*Hen hao. You fought well, my apprentice, but you still need kung fu tinco times better than yours. Huh? That's what I taid. Tinco. As in Tinco de Mayo? Five? Whatever.*

*You tee, that's why Pun Chen Lo is a master, and you're a pupil. Every master was an apprentice once, you tay? Bah! Cover your ears and listen with your tummy! When Pun Chen Lo was just a little master, I fought the Animal Forms. They liked what they'd teen and, as a gift, they gave me their shards of the Medal of Accord. Great honor. Great kung fu.*

*Now it's your time to do the tame. You go, and tee that you don't come back without bringing me proof that you have mastered the arts of the Animal Forms: a medal shard and the Tinco.*

*Oh, and a bowl of pork and noodle toup as well...*



## COMPONENTS

- 1 Trinco card, also called Xi, the Discord
- 5 Fighting Mantises  
(blue, pink, red, white, and yellow shards)
- 5 Heavenly Dragons  
(blue, pink, purple, red, and white shards)
- 5 Lofty Cranes  
(blue, green, pink, purple, and yellow shards)
- 5 Pouncing Tigers  
(blue, green, purple, red, and yellow shards)
- 5 Slithering Snakes  
(green, pink, purple, white, and yellow shards)
- 5 Soaring Eagles  
(blue, green, pink, red, and white shards)
- 5 Trickster Monkeys  
(green, purple, red, white, and yellow shards)
- 5 shards of the Medal of Accord  
(detach before playing)
- 6 cards with the Tower of Perfect Harmony
- 6 plastic clips to mark your position in the tower





## OBJECT OF THE GAME

Accept Master Pun Chen Lo's challenge, gather up the Tinco before anyone else, take one of the shards of the Medal of Accord, and then climb the Tower of Perfect Harmony.

## CHALLENGES

*Take a good look at the Lake of True Reflection, my apprentice. What do you see? One tower in the sky and another in the lake? Bah! You have much to learn!*

*I'm going to wait for you on the top floor of the Tower of Perfect Harmony. The only way to get there is to have superior kung fu—and one of the shards of the Medal of Accord.*

*Listen up. Don't let Xi, the Discord, creep into your heart, or you will sink like a stone in the waters of the lake, in the tower that does not exist.*

Choose **one** and only one of Master Pun Chen Lo's challenges:



**Xing** is the challenge of forms, the animals that embody a number of styles and techniques in Chinese martial arts. In this mode of play, the Tinco is a set of five cards that share the same animal. For instance, five Pouncing Tigers or five Soaring Eagles.

Spotting the Animal Forms on the cards is quite easy, so the Xing challenge is more suitable for children and people who have never played TINCO before.

**Xing**, *Tinco of forms.*



**Hong** is the challenge of colors. In this case, the Tinco is a set of five cards showing medal shards of the same color. For example, five blue shards or five red shards.

Spotting the shard each animal bears and quickly figuring out its color is a little trickier. Therefore, the Hong challenge is suitable for people who have already played TINCO a number of times and now want to try a more demanding variant.

**Hong**, *Tinco of colors.*



**WARNING:** You might not want to try both challenges at once. If some players are struggling to gather the Xing while others are going for the Hong, you won't see the end of the game.

## SETUP

*The master opens the door; the apprentice goes through it on their own... Or rather, with the help of a good smack upside the head.*

Each participant takes a card with the Tower of Perfect Harmony and a plastic clip. Use the clip to mark your position as you climb the tower... or sink into the lake. At the beginning of the game, all participants are at the base of the tower on the surface of the lake (position 0).

Set aside the cards and medal shards you're going to use during the game, according to the number of players and the challenge you have chosen (see the table below).

Players	Cards	Xing Challenge	Hong Challenge	Shards of the Medal of Accord
6	36	Trinco + 7 sets* of animals	Trinco + 7 sets of colors	5
5	31	Trinco + 6 sets of animals	Trinco + 6 sets of colors	4
4	26	Trinco + 5 sets of animals	Trinco + 5 sets of colors	3
3	21	Trinco + 4 sets of animals	Trinco + 4 sets of colors	2

\* A **set** is an array of five cards that share one element, such as an animal or the color of a medal shard.

**Example:** Helen, Claire, and John sit down to play TINCO. This is their first time, so the three of them agree they'd rather start with the Xing challenge. Claire, with the help of her friends, sets aside 21

cards: the Trinco, 5 Fighting Mantises, 5 Heavenly Dragons, 5 Lofty Cranes, and 5 Trickster Monkeys. The remaining cards are returned to the box. Finally, John picks up two shards of the Medal of Accord.

Gather the selected cards into a deck and shuffle them. Spread the shards of the Medal of Accord evenly around the middle of the table, in easy reach of all players.

The game's owner is the first dealer. Hand out the cards face down, one at a time, to each player, until there are no cards left in the deck. One of you might end up with one card more or less than the others. Don't worry. That won't matter.

You all take a peek at the cards you've been dealt. You are now ready to play.





## HOW TO PLAY

*The wise teach with the full weight of their hands, not with their words. Pun Chen Lo is very wise.*

In a game of *TINCO*, no one needs to wait for their turn, because it's **always** everybody's turn.

Each player tries to gather their own Tinco by trading cards with the other players, without revealing their hands or which cards they hope to pass on.

If you want to trade two of your cards, then yell, "Two, two!" If it's three cards, then you go, "Three, three!" Actions happen simultaneously, and you may trade cards with **any** other player around the table. You may try to exchange any number of cards, from only one to all of them at once. To close the deal, you only need to find someone willing to hand you the **same number of cards**.

And, no! You can't trade a different number of cards! Two for two, or five for five—that's okay. One for two, or five for three—no way.

Oh, the Trinco is the card no one wants in their hand. Pun Chen Lo warned you to stay clear of the Discord, didn't she?

The first player to gather a Tinco takes one of the Medal of Accord's shards from the table. They are **not** required to advertise loud and clear what they are doing. The other players are the ones who need to pay attention and, upon noticing that one of the shards is missing, immediately go for one of the remaining shards. At this point, it doesn't matter whether they've managed to make a Tinco. As you might have noticed, there are not enough shards for



everyone, and somebody will end up with their hands empty... and their mouth agape.

As soon as the last shard is taken, all players show their hands. Let's see who will climb the tower or sink into the lake, as Master Pun Chen Lo has taught you:

- If a player managed to get a Tinco and grab a shard, they go up one floor.
- If a player couldn't make a Tinco but managed to get a shard, they stay put.
- If a player didn't take a shard, whether or not they managed to gather a Tinco, they go down one floor and gawk.

What if a player ended up with the Trinco in their hand? Let's see:

- If they made a Tinco and took a shard, they stay where they are.
- If they didn't gather a Tinco but they do have a shard, they go down one floor.
- If they didn't take any shard at all, then it doesn't matter whether they made a Tinco: They have to go down two floors and their jaw will drop.






+  = +1



or

= -1



+  = ± 0



= -1

**Example:** Helen managed to gather a Tinco and grab a shard. She moves her plastic clip to the first floor of her tower. John played smartly and scrounged the last piece of the medal before Claire was even aware of what was going on. He didn't make a Tinco, though, so he stays right where he is: ground 0, because that's where he started and this is still the first round. There's no shard left for Claire; therefore, she goes down from 0 to -1. However, she was also unfortunate enough to trade one of her cards for the Trinco right before the round ended. So, she goes down another floor and is now at -2.

A new round begins. The player immediately to the left of the previous dealer is now charged with the task of shuffling and handing out the cards.

## FIN DE LA PARTIDA

The game will go on, round after round, until one of the players reaches the highest floor of the Tower of Perfect Harmony (position 5) or the bottom of the Lake of True Reflection (position -5).

## VICTORY

Now that the game is over, victory goes to the player who managed to reach the highest position in the Tower of Perfect Harmony and/or its reflection in the lake. If two or more players end up in the same slot, and it is the highest-numbered slot, then it's a tie.

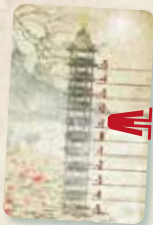
**Example:** In the last round, Helen fails to grab a shard of the Medal of Accord and she goes down one floor, reaching -5. She hits the bottom of the Lake of True Reflection, bringing the game to its end. John and Claire compare their current positions: John is on the +2 floor of the tower and Claire is at +1. John is the winner!



Helen



John



Claire

## CREDITS

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