

# Tinker-Tailor

Contents 17 Blue Role Cards, 20 Green Money Cards, 78 Orange Goods Cards, 4 Pirate Cards, 1 Rhyme Card.

## Overview of the Game

Tinker Tailor is a role picking and set gathering card game for 3 to 6 players. The aim of the game is to get the most points. Points are collected in the form of Money Cards or Good Cards. The more Goods Cards a player owns (up to a maximum of 8) of a given type, the greater the value of the cards. Players also get a bonus for gathering a Collection of all 5 goods (Bread, Fish, Cloth, Wine and Gems). Each turn each player will select one role which defines the action they can take. The players who make the best choices and uses their actions to the greatest advantage will win the game.

## Setup

Shuffle the Money Cards and place the stack face down. Lay out a line of Money Cards face up. The number of cards in the line should equal 1 per player +2 extra. *E.G. In a 4 player game you lay out a line of 6 Cards.*

Now shuffle the Goods Cards and place the stack face down. Lay out a line of Goods Cards face up alongside the Money Cards. The number of cards in the line should equal 1 per player +2 extra. *E.G. In a 4 player game you lay out a line of 6 Cards.*

The face up Goods and Money Cards are called *The Market*.

Randomly choose a starting player.

The Starting Player takes all the Role Cards and the Rhyme Card (This acts as Starting Player marker and displays the order Action Cards are played in a turn.)

You are now ready to play.

## Game Play

Tinker-Tailor is played in a number of rounds. A round consists of 3 phases:

### 1. Picking a Role

The Starting Player takes all the Role Cards, shuffles them and then draws from the top of the Role Deck a number of Role Cards equal to 1 per player +2 extra. *E.G. In a 4 player game you take 6 Cards.* The Starting Player considers each card and then chooses one, passing the others to the player to their left who repeats the process until each player has a single Role Card. When the cards reach the Starting Player again he places the remaining 2 back on the Deck.

### 2. Taking a Role Action

Now the Starting Player calls out the Tinker-Tailor Roles in order reading from the Rhyme Card:

Tinker – Tailor – Soldier – Sailor – Richman – Poorman – Beggarman – Thief –  
Preacher - Pirate – Outlaw – Jailor – Oldman – Youngman – Merchant – Witch and finally Actor.

When a player's role is called out he turns over his card, reads out the text so everyone can hear and then performs the action if possible. If the action leads to the collecting of a card or cards from The Market they are replaced from the matching deck after all the cards have been taken (exception: if the Role taken was the Pirate the cards are NOT replaced from the deck. Instead replace each with a Pirate Card which will only be removed when the Pirate Role is called in the next round (even if no player has chosen to take the Pirate.

### 3. Buying action

After performing a role action MAY buy goods at the value shown in the diamond on the Goods card. He may spend any or all of his Money Cards to buy any number of Goods cards. He may take Money Cards from the Market in order to get change but may not take change from the draw deck.

*E.G. The player Has a 5 Money Card. He discards the money card into a pile next to the Money Card deck and then takes a Wine (cost 4) and a 1 Money Card from the Market.*

Any card or cards collected from The Market are replaced from the matching deck after all the cards have been taken.

After a player has taken a Role Action and optionally bought goods the Starting Player resumes calling out the Roles until each player has taken a turn.

Now all the Roles are shuffled back into the Role deck along with the unused Roles. The player to left of the former Starting Player is the new Starting Player and now begins a new turn by starting a new Picking a Role phase.

Play continues in this way through all the rounds of the game.

In a 3 player game you will play 12 Rounds. (That is each player will be Starting Player 4 times)

In a 4 player game you will play 8 rounds. (That is each player will be Starting Player 2 times)

In a 5 player Game you will play 7 rounds. (That is players 1 and 2 will be Starting player 2 times and players 3 to 5 only once each). As this results in an uneven number of times that a player can be Starting Player, we compensate by having players 3 to 5 each draw a card from the top of the Goods Card at the start of the game).

In a 6 player game you will play 6 rounds. (That is each player will be Starting Player once).

During the game players keep any Goods and Money Cards they have face down. Players may not ask how many cards another player has unless a Role Action requires this information be shared and only at the stage of taking the Action, NOT when merely considering the card.

### Ending the Game

Once all the rounds in the game have been exhausted players count up their points.

#### 1. Sets of same Goods Cards

Each Goods Cards has a chart which shows how many points (Figure in the Circle) Goods are worth dependant on how many cards (Figure in the Square) of that type a player has.

*EG 3 Bread is worth 3 points whilst 8 Bread is worth 18 points. 8 gems are worth 90 points.*

No additional points are earned for sets of more than 8 cards.

#### 2. Collections of different Goods.

Every complete collection of the 5 different Goods (Bread – Fish – Cloth – Wine – Gems) is worth 10 Pts.

Goods Cards can be part of a Set and a Collection at the same time.

#### 3. Money Cards are worth half their face value rounded up.

The player with the most points wins. In the event of a tie the player with the most Gems wins. If still tied then the player with the most Wine wins etc.

### **The Rhyme**

"Tinker Tailor" is a traditional children's counting game, nursery rhyme and fortune telling song which originated in the British Isles. An example might be counting cherry stones, buttons, daisy petals and other items to tell you what job you might get. Many versions of the rhyme have existed.

The first mention of a similar rhyme has been noted in William Caxton's, *The Game and Playe of the Chesse* (c. 1475), in which pawns are named: "Labourer, Smith, Clerk, Merchant, Physician, Taverner, Guard and Ribald."

The first record of the opening four professions being grouped together is in William Congreve's *Love for Love* (1695), which has the line: "A Soldier and a Sailor, a Tinker and a Taylor, Had once a doubtful strife, sir."

It was during the 19<sup>th</sup> century that we see the modern lyrics – or something close – emerging in the USA

### **Game Credits**

This game is the design of Richard Denning. Artwork by Lindsey Harrison with some layout help by Tony Hyams.

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