

# TATORTONNE



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Number of players: 2–10

Ages: 8 and up

Playing time:  
about 15 minutes

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with illustrations by Barbara Spelger

## GAME COMPONENTS



30 raccoon cards  
(3 cards in each of 10  
different colors)



25 trash cards

## OBJECT OF THE GAME

For raccoons, trash cans are a dream come true. A stinky fish or half a bag of chips – delicious! But the competition doesn't like to share, and if you get caught, you're out of the game. Who's the most cunning of all and can snag three "tasty treats" without being noticed – or simply make it to the end without getting caught?

## SETUP

Each player selects a color and takes the three raccoon cards of that color for their hand. Put the trash cards in the middle of the table.



## The cards

Every player has the same set of three cards. Each round, you will play just one of your cards.



### Steal trash

With this card, you can try to steal some trash. Let's hope you don't get caught.



### You did it!

You can use this card to accuse another raccoon of stealing trash, and hopefully you're right.

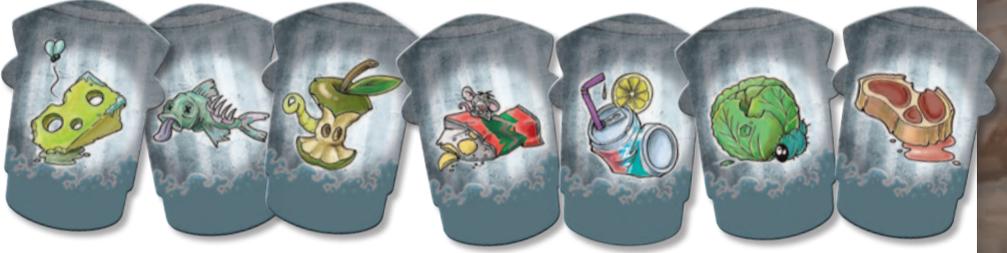




### Airtight alibi

If you play this card, you have an airtight alibi for the round, but you don't get any trash.

### The trash cards



In addition to your hand of three raccoon cards, there are also trash cards. They are what you're really after: tasty fish, pungent cheese, and much more.

## GAMEPLAY

The game is played over several rounds, which are all played the same way:

1. All at the same time, each player picks one of their three cards and puts it face down on the table.
2. After all players have placed their cards on the table, the players who put down **You did it!** turn over their cards first.
3. When a command is given, each of these players simultaneously points at one of the other players or, if they aren't sure whom to accuse, at no one, and shouts out the accusation **You did it!**
4. Every player that has been pointed at and accused has to turn over their card:
  - a. A player who turns over **Steal trash** has been caught and is out of the game.
  - b. If a player turns over **Airtight alibi**, the player who accused them is out of the game.
5. Finally, all of the players with cards still face down on the table – and who weren't caught – turn over their cards. Anyone who played **Steal trash** gets to take one of the trash cards from the middle of the table as a reward. Players who put down **Airtight alibi** don't get anything.

### End of the round

All of the players who are still in the game pick up the card they just played and start the next round.

## THE END OF GAME

There can only be one winner. Is there just one player left in the game? Or has one player managed to be the only one to collect three trash cards? Then that player wins the game.

If several players have collected three trash cards, those players continue playing until one has more trash than everyone else or until there is only one player left the game.

### An example round

Alexandra, Melanie, Ulrike, Birgit, and Sarah are playing a game of **Tatort Tonne**. They each selected one of their three cards at the beginning of the round and put it face down on the table.

First, all of the players who put down **You did it!** turn over their cards; in this case, it's Melanie and Ulrike. When a command is given, both of them point at the player they choose at the same time. They both happen to point at Birgit. With a sly grin, Birgit turns over her card to reveal that she has an **Airtight alibi**. This means both Melanie and Ulrike are out of the game.

Now only Alexandra and Sarah still have cards face down on the table. Alexandra turns over **Airtight alibi**; Sarah turns over **Steal trash**. Sarah gets to take a trash card from the middle of the table as a reward.

Alexandra, Birgit, and Sarah are still in the game, but none of them have enough trash yet. So they pick up their hands of cards again and start the next round.



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