Tula Variants

by Tim Schutz
public domain
Rev. 0.1
1 player
Requires: One or two piecepack games and the rule sheet for Tula

Game Summary
These four Tula Variants are played just like Tula except that the starting setup has been modified and you can select one of several tiles as a starting point. The first variant requires one piecepack to play the last three variants require two piecepacks to play.

Game Setup
Shuffle the tiles face down and arrange them as shown in the diagram. Tiles with and a red X are placed with the suit side up all other tiles are placed grid side up.
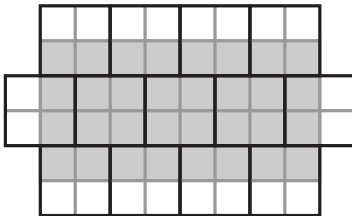
How To Play
Start the game by removing any one of the revealed tiles and then follow the directions for Revealing Tiles, Removing Tiles, and the Goal from the rule sheet on Tula.
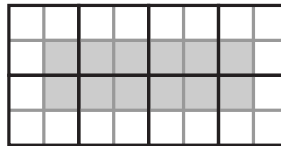
Credit
Tula was created by James Kyle for the piecepack game system.
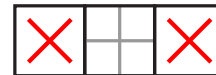
Variant 1
Requires 1 piecepack.

Layer 1
(build layer 2 over shaded area)
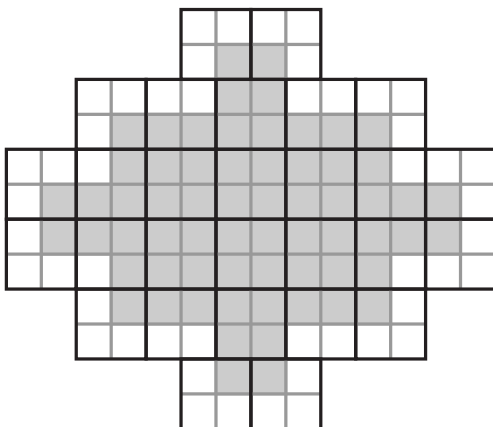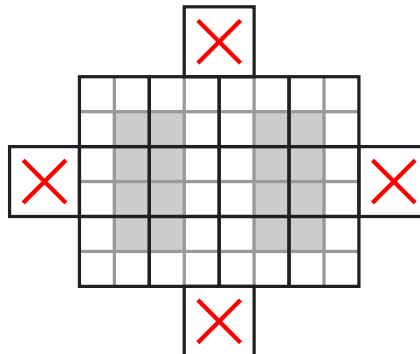
Layer 2
(build layer 3 over shaded area)

Layer 3
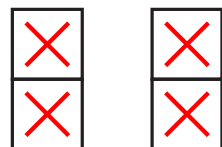

Variant 2
Requires 2 piecepacks.

Layer 1
(build layer 2 over shaded area)
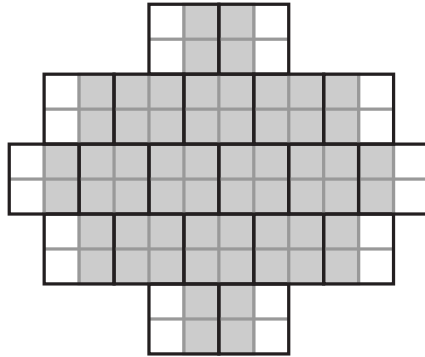
Layer 2
(build layer 3 over shaded area)
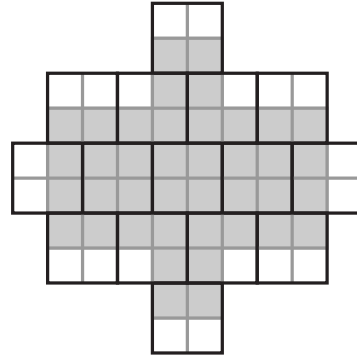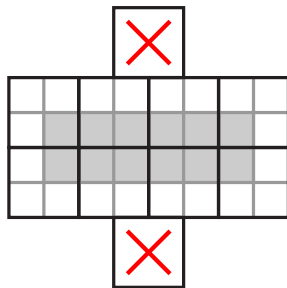
Layer 3

Variant 3
Requires 2 piecepacks.

Layer 1
(build layer 2 over shaded area)

Layer 2
(build layer 3 over shaded area)

Layer 3
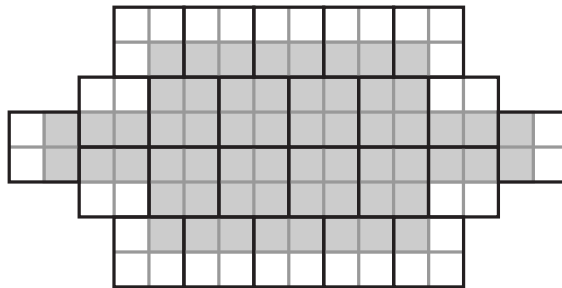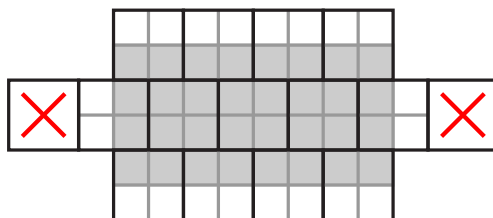(build layer 4 over shaded area)
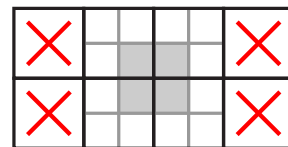
Level 4

Variant 4
Requires 2 piecepacks.

Layer 1
(build layer 2 over shaded area)

Layer 2
(build layer 3 over shaded area)

Layer 3
(build layer 4 over shaded area)

Level 4