TANTRIX

Activity Guide

6+

1/6

30 min

Gigamic

The 56 Tantrix tiles
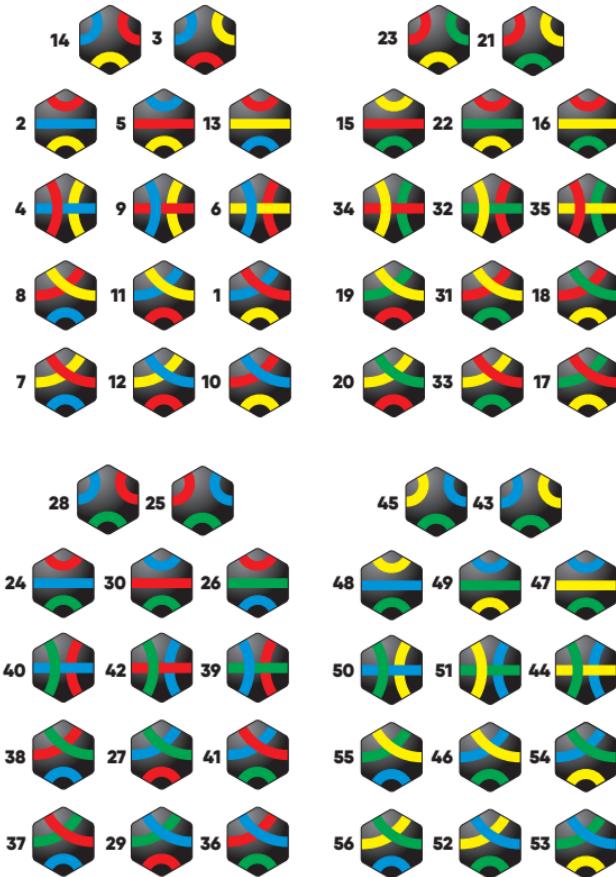
Summary

Introduction

Welcome to Tantrix!

This pack contains over
40 assorted activities
divided into 3 distinct
types of play:

Games:

Multiplayer activities which combine strategy and "luck",
caused by the random tile sequence.

Puzzle-games:

Combining aspects of both games and puzzles, these
challenges can be completed by luck, but are hard to
solve consistently.

Puzzles:

Solitaire problems with a single solution path, typically
becoming easier with practice and repetition.

Tips : if you've never seen Tantrix before, starting with
the Discovery sequence is the best way to build tile
recognition and spatial skills.

Definitions

The Tantrix:

The connected group of tiles already played on the table is known as the Tantrix. The name Tantrix itself derives from "Tangled Tracks".

Connect / Match:

Whenever tiles touch, the colours of all connecting lines must match! "Matching colours" is the golden rule of Tantrix.
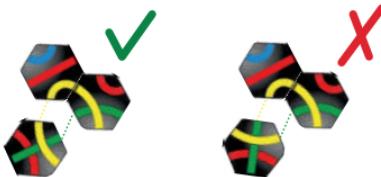

Loop:

A continuous path of one colour whose ends join back up. The simplest loop is a 3-tile circle, but loops can be of any shape, including irregular ones.
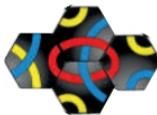
Gobble:

A gobble is an empty space anywhere along the sides of the Tantrix surrounded by three or more tiles.
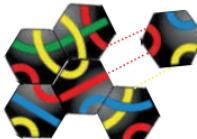
Shareset:

Any set of puzzles which exactly uses all Tantrix tiles. Ie the 56 tiles are divided into individual puzzles according to their tile number or colour.

Ways to play

Tantrix

A strategy game for 2-4 players with an intriguing balance between luck and skill. Tactics can be subtle and complex. About 30 minutes per game.

Gobble Game:

A fast and interactive family game, which is rather chaotic! About ten minutes per game.

Build small loops starting with tiles 1 to 3. The difficulty increases as each new tile is added. Allow 5-10 hours to complete all 28 puzzles.

Tangle Puzzles:

Entangle different coloured loops into connected chains.

Rainbow Puzzles:

Use the Colour on the back of each tile to sort them into Shareset puzzles of varying difficulty.

Solitaire Quest:

This ultimate puzzle-game can be played with any set of 14 tiles of the same three colours (eg all red-blue-green tiles).

TANTRI**X**

For 2 to 4 players, 56 Tiles, Ages 8+
Average duration: 30 minutes.

Objective of the game
Make the longest possible line (or loop) of
your chosen colour.
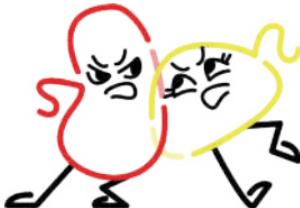
Choose your opponents:

The game can be played with two, three or four players.
While multiplayer games are more social, the two-player
version is more skilful and used in tournaments.

Choose your colour:

Each player chooses a colour: red, yellow, green or blue.
All colours are available in equal quantities, so no colour
has an advantage over another.

Start the game:

All 56 tiles are placed in the bag. Each player takes a hand
of six tiles at random. The tiles are turned face up in front
of each player and need to remain visible to the other
players throughout the game.

The game rules

The player with the highest number starts, placing any tile from their hand into the centre of the table. Players then take turns adding tiles to the Tantrix, following these 4 critical concepts:

Connect:

Each tile added to the Tantrix must connect and match colours.

Replace:

Players must always have six tiles in their hand. A replacement tile must be drawn immediately after each tile has been played.
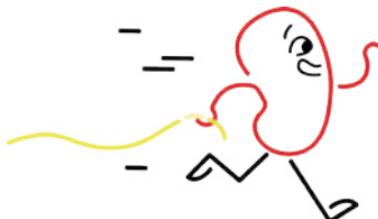
Gobble:

Whenever possible, gobble spaces (see page 4) must be filled by the player whose turn it is.

Control:

Tiles may not be placed in "controlled" areas until the end of the game (when the bag is empty). See page 10 for the complete explanation.

It's your turn

As the game progresses, gobble spaces will occur more frequently and each player's turn becomes a three-step process of trying to fill any gobbles, then making a free move and finally trying to fill any gobbles again.

Fill gobble spaces:

Start your turn by looking for gobbles and fill them if you can. Draw a replacement each time you play a tile. Filling one gobble often creates another, which must also be filled if possible.

Make a free move:

Select a tile from your hand and play it anywhere you like, provided you obey the basic game rules and the three controls (see page 10).
It can be helpful to "test play" your free move, and any gobbles it creates, by placing tiles close to the Tantrix but not touching. Once they touch, the move is confirmed. Don't forget to draw a replacement tile.

Fill gobble spaces again:

Before your turn is over, check again if you can fill any gobble spaces, including gobbles created by your free move. Remember to draw a replacement each time you play a tile.

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At first it can be hard to see which tiles fit gobbles. Stick with it and we promise that spotting gobble tiles will become second nature.

A good way to spot tiles that fit is to say "out loud" the colours of the gobble in a clockwise direction, for example: red-blue-yellow.

Then keep this sequence in mind, as you scan your hand of tiles.

The 3 controls

There are three rules which control where tiles can be played until the bag is empty. Once all tiles are drawn, these specific rules are lifted.

1. You may not create gobble spaces with three lines of the same colour!


2. You may not create double gobbles!

Double gobbles are spaces surrounded by four tiles. In the diagram, tiles may not be played at X or Y.
However, as soon as A is filled, tiles may be played at X or Y.
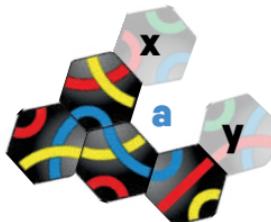
3. You may not play along any side controlled by a gobble!

The diagram below shows a gobble space at A, so tiles may not be played along X, Y or Z. The gobble at A 'freeze' the rest of the side. Only after A is filled by a tile, can X, Y and Z be filled in order.
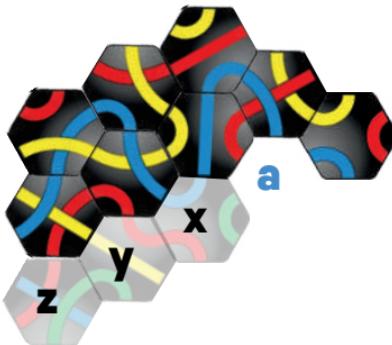
Players must obey the 3 controls until the end-game, even when filling gobbles.

Hint:

If the Tantrix starts to develop gaps or holes in the middle, the three controls were not obeyed correctly.

The endgame

When the last tile is removed from the bag, "bag empty" is announced and the three controls no longer apply. This final period of play is called the endgame.
Players must still obey the basic game rules, but they can now ignore the three controls, ie now they can create gobbles with three links of the same colour, double gobbles and place tiles along controlled sides.

The winner:

The game ends when all tiles have been played. Lines score one point per tile, loops two points per tile. Only the highest score per player counts (line or loop); scores cannot be added. For example, a loop of 12 tiles earns 24 points, which wins over a line of 23 tiles.

Thirty years ago Tantrix was predominantly seen as a game of luck, but top tournament players and the best online robots have shown, that a good strategy more than compensates for unlucky tile-draws.

Frequently Asked Questions

Are you allowed to play tiles without your own colour?

-Yes, sure.

Does each new tile played have to connect to at least two others?

-No, that's a rule specific to Gobble.

**What happens if filling a gobble creates another gobble with three links of the same colour?**

-You may not fill the original gobble, unless it is during the endgame.

Do players still have a free move if they are unable to fill any gobbles?

-Yes. Each player always has one free move per turn.

Does the player who takes the final tile from the bag have to obey the 3 controls?

-No. Once the last tile is drawn, the 3 controls no longer apply.
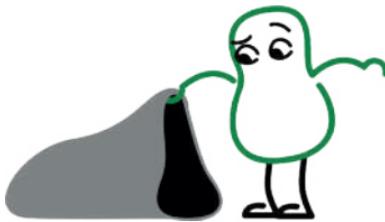
Are you allowed to count the number of tiles left in the bag?

-Yes at any time, but without looking at the tiles.

When the 3 controls no longer apply, do gobbles still have to be filled?

-Yes, always!

When the 3 controls no longer apply, are double gobbles allowed?

-Yes, gobble spaces surrounded by four or more tiles are now allowed and must be filled if possible.

Does the game end when a player is out of tiles?

-No. Players with no tiles left are skipped until all players have played all their tiles.

If a player forms two loops, do they both score?

-No. Only a player's best score (loop or line) counts.
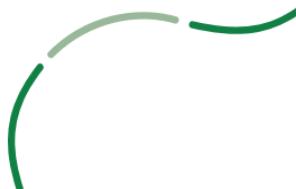
Gobble game

For 2 to 6 players, 56 Tiles, Ages 6+
Average duration: 10 minutes

Tantrix Gobble is a fast-paced family
game. It suits quick thinkers and is an easy
introduction for younger players.
The optimum number of players will depend
on how much chaos you can take: too many,
and elbows become a factor!

In Gobble, players:

- Race against time to add all their tiles to the Tantrix.

- May only add tiles that touch at least two other tiles.

- Are rewarded for filling gobbles!

What is a Gobble?

A gobble is a space in the Tantrix surrounded by three or
more tiles. The diagram shows two gobble spaces (A and
B) and one tile that fits at A.
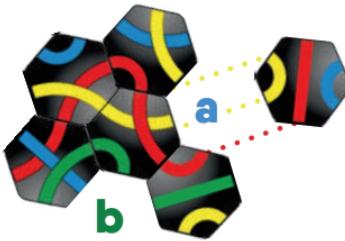
Gobble rules **2-6 Players**

● Begin by placing any two tiles together in the middle of the table with their colours matching. Roughly share the remaining tiles around, with the best players encouraged to take extras.

● As soon as "GO" is announced, players race to connect their tiles as quickly as possible, one tile at a time. There is no concept of taking turns!

● Tiles can only be connected to the Tantrix if they touch at least TWO other tiles, and if all colours are matching.

● Whenever a player fills a gobble, they shout "Gobble!" and discard any one of their tiles onto any opponent. Meanwhile, the other players keep going. Gobble is a race.

● Players shout "Out!" as they play their last tile and the first player out wins. The other players continue until all finish.

Discovery Puzzles

- Locate the first few tiles (eg numbers 1-9) and place them with numbers facing up.

- Turn over tiles 1, 2 & 3 and make a yellow loop. The loop can be any closed shape provided its ends join up.

- Break up the loop, add tile 4 and make a new loop with all four tiles. The colour on the back of each new tile shows what colour loop to make (tile 4 is red).

- Break up the loop, add tile 5 and make a new loop passing through all five tiles. As always, the loop colour is shown on the back of the last tile added (tile 5 is also red).

- Continue adding one tile at a time. Each new loop must use all tiles picked up so far and the other colours must match up too.

- Remember to check the back of each new tile for the correct loop colour.

Tips

- Loops don't have to be symmetrical, they can be of any shape - in fact they will become more irregular with each new tile added.

- Holes are empty spaces completely surrounded by tiles. They are not allowed in Discovery.

- Note that from tile 15, a new colour (green) is added, which increases the difficulty of all following puzzles.

Tiles	Colour	Time
3	Yellow	20 sec
4	Red	40 sec
5	Red	1 min
6	Blue	3 min
7	Blue	6 min
8	Blue	10 min
9	Yellow	15 min
10	Red	18 min

- This table shows average target solution times for each level of Discovery up to ten tiles.

- The Discovery sequence ends at tile 30.

Tangle Puzzles

Tangles are a new type of **Tantrix puzzle**
where multiple loops are entangled together!

What is an Entangled Loop?

Loops are entangled whenever they are interconnected with each other. In the diagram on the right, the blue loop A is entangled with the red loop B, so is the yellow C. Consequently, the red loop is entangled with both other loops. In contrast, the green loop is an outer loop, isolated from the others and therefore not entangled.

Entangled Loops may:

- Form a single chain, with each loop connected to another (as loops A, B & C in the diagram).

- Pass though multiple other loops to form tangled knots (see inside back cover).

- Be entirely inside another loop.

- Not be completely isolated on the outside (as is the green loop Z in the diagram).
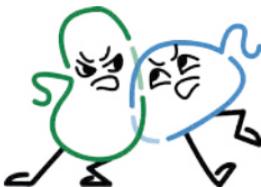
Here are some simple Tangle puzzles to get started:

Make two entangled loops in red and yellow (6 tiles):
2, 7, 15, 26, 31, 45

Make a red-yellow-blue chain (9 tiles):
7, 10, 24, 25, 26, 28, 31, 36, 45

Make four tangled loops, one in each colour (12 tiles):
7, 10, 14, 21, 23, 25, 26, 27, 31, 36, 45, 54
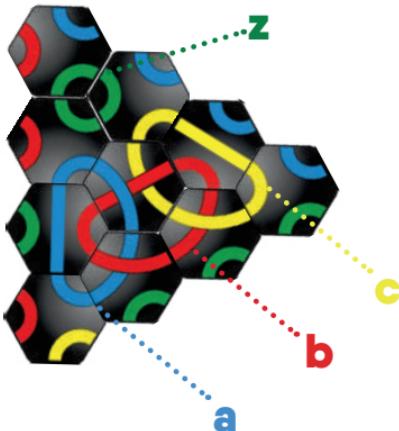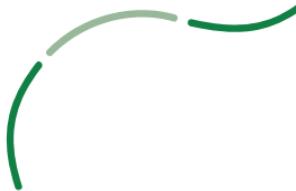
Fun Tangles

The following three Tangle puzzles have attractive symmetrical solutions. Names can offer a clue to the final solution shape.

The Necklace:

Make a red loop entangled with three small loops in yellow, blue and green (12 tiles):
3, 5, 9, 14, 15, 21, 23, 25, 30, 31, 37, 42
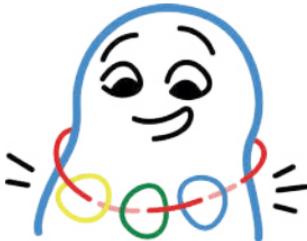
The Padlock:

Make a yellow triangle entangled withred, blue and green loops (12 tiles):
2, 5, 6, 15, 21, 25, 26, 35, 44, 45,48, 49

The Tricycle:

Make a blue triangle entangled with red, yellow and green circles. (18 tiles):
3, 4, 6, 7, 9, 19, 28, 33, 34, 35, 37, 38, 40, 42, 44, 45, 50, 56
(see solution on the page 27).

Lockdown Tangles

These four "Lockdown" puzzles use all the tiles.
Any set of puzzles that exactly divides up all 56
tiles is called a shareset.

Clownface:

Make a green 6-tile circle entangled with three other
loops in yellow, red and blue. (12 tiles):
6, 14, 15, 17, 26, 38, 44, 47, 50, 52, 54, 55

The Alien:

Make a blue loop entangled with red and green loops,
plus an inner yellow circle. (10 tiles):
2, 13, 21, 27, 33, 36, 41, 48, 53, 56
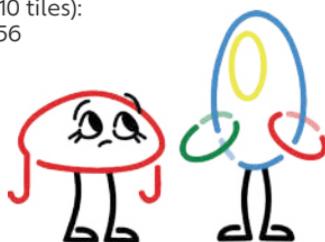
Bean Party:

Make a 6-tile green triangle and 3 identical loops in
the other three colours. (18 tiles):
4, 9, 10, 18, 19, 20, 23, 25, 30, 31, 32, 35, 37, 39, 43, 46, 49, 51

Lockdown:

Entangle five loops together, including two loops of
yellow. Very hard! (16 tiles):
1, 3, 5, 7, 8, 11, 12, 16, 22, 24, 28, 29, 34, 40, 42, 45

Rainbow Puzzles **Loops**

Start by sorting the tiles into five sharesets
according to the colours of the numbers
on the back. There are 5 different puzzles,
described below in order of difficulty.

Green, Yellow and White are loop puzzles, while Blue and
Red are tricky pyramid puzzles.

Green Puzzle:

Make a green loop with all ten tiles. (10 tiles)

Yellow Puzzle:

Make a yellow loop with all twelve tiles. (12 tiles)

White Puzzle:

Make a loop with all nine tiles. Only one colour can be
solved - but which one? (9 tiles)

Rainbow puzzles

All tiles are formed into a pyramid shape.
Both blue and red are so-called
"Line pyramid" puzzles.

Blue Puzzle:

Make a 10-tile pyramid, which contains a blue line connecting through all the tiles. (10 tiles)

Red Puzzle:

Make a 15-tile pyramid shape, which contains a red line connecting through all the tiles. (15 tiles)

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Tantrix Glossary

Holes:

Empty hexagonal spaces surrounded by six tiles. Holes are only allowed during the Tantrix endgame. They are not allowed in puzzles.

Tiles:

The 56 tiles (at the beginning of the booklet) are painted in unique patterns. Three types of coloured lines cross the tiles, known as corners, straights and bends.
Regardless of whether these lines cross over or under each other, they are considered continuous.

Corner   Straight   Bend

Tile Statistics:

In a set of 56 tiles there are 42 tiles with a particular colour, and 14 tiles missing a particular colour.

X-Tiles:

There are 8 tiles not included in a standard 56 tile set because of their peculiar geometric properties. Aka "triple intersection" tiles.

# Tangle Puzzle
"Crop circles"

Tiles:
1, 2, 7, 8, 10, 15, 17, 18, 20, 22, 27, 46, 52, 53, 55
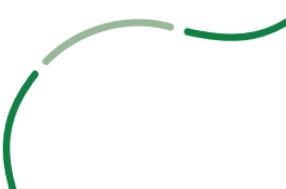
Tangle Puzzle
"Tricycle"
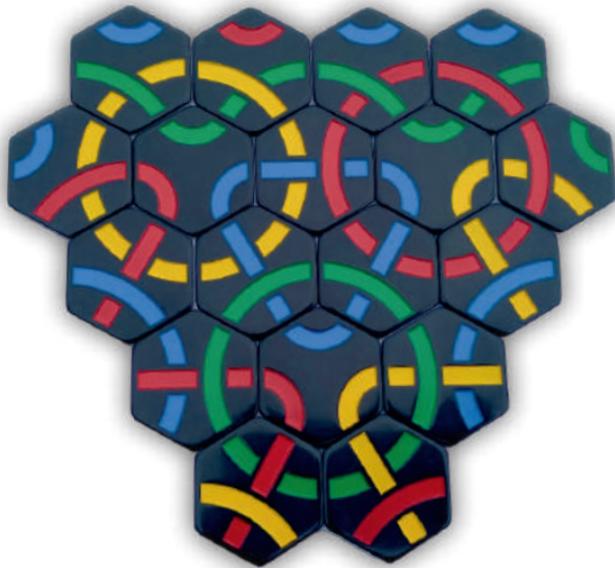
Tiles:
3, 4, 6, 7, 9, 19, 28, 33, 34, 35, 37, 38, 40, 42, 44, 45, 50, 56
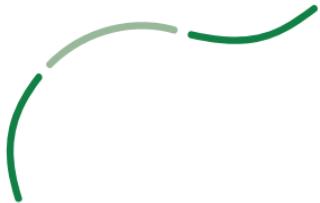
The inside story

Mike grew up in the Island nation of Vanuatu and discovered Backgammon while studying for a Science degree. Upon graduation he was hired by the marketing division of IBM.

Winning the New Zealand Backgammon Championship, he quit his day job to play professionally - though this turned out a sub-optimal career move with notable wins few and far between.

Mike's other passion was mountaineering and **the first edition of Tantrix was invented while tent bound during stormy weather in the Patagonian mountains.**

Tantrix has been evolving ever since and now includes contributions from players all around the world.

When not working on new game designs, you'll likely find Mike climbing in the Alps, or anywhere with steep rock and good coffee...

Solitaire Quest

Your objective: Build a 14-tile loop of one colour!

- Select any set of 14 tiles with the same three colours.

- Start by placing all tiles upside down in a random stack.

- Take the first tile and place it face up on the table.

- Take the next tile and join it to the first one with colours matching.

- Continue connecting tiles anywhere, one at a time provided all colours match. Once connected, tiles can not be moved.

Like other "puzzle-games", Quest is best when played out repeatedly and to succeed consistently, you will need to know the tiles rather well.
Finding perfect solutions every time is the "Tantrix Quest"!

TANTRIX

hachette
BOARDGAMES

WARNING! Not suitable for
children under 3 years, because
small parts could be swallowed.
Keep this information and
address for future reference.

0-3

GiGamic

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