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TANTRIX™

the Game!

Introducing / En présentation :
TANTRIX™ GOBBLE™



**Instruction
Booklet**



Manufactured and distributed by:

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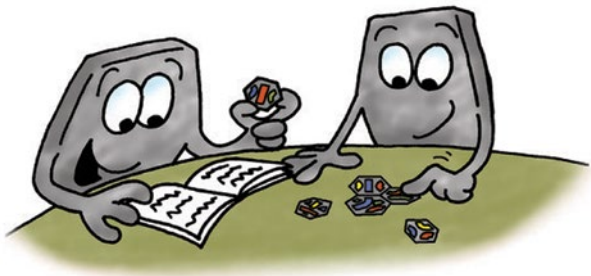
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Created by Mike McManaway.

Illustrations by: Cartercreations.co.uk

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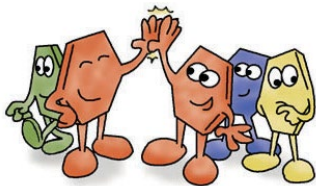


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INTRODUCTION

Thanks for purchasing Tantrix. Your set consists of 56 tiles painted with different coloured links. Each tile is unique, and with all 56 tiles you can play both multi-player games and attempt to solve the solitaire puzzles.



Tantrix Gobble is the newest way to play Tantrix, perfect as a party or family game. It is easy to learn and fast to play.

Tantrix Strategy is more serious, but can also be played as a “family game” because of its intriguing balance between luck and skill. In conventional strategy games like chess, the best player usually wins, whereas in Tantrix all players have a good chance.

True Tantrix aficionados can test their ability by competing in the many real and internet-based tournaments happening around the world. Visit Tantrix.com for the latest schedule.

Good Luck!

A handwritten signature in black ink, appearing to read 'Mike McManaway'.

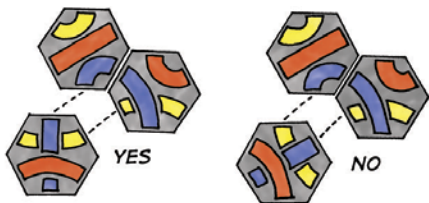
Mike McManaway, Nelson, NZ
December 2008

FOUR DEFINITIONS

(some really, really important concepts...)

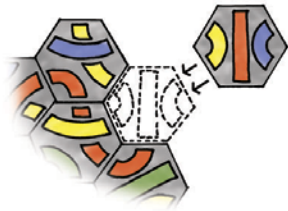
MATCH:

Whenever tiles touch, the colours of the connecting links must be of the same colour - they must match! “Match” is the golden rule of Tantrix.



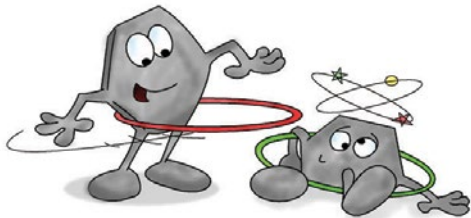
GOBBLE:

A gobble is a space around the Tantrix surrounded by three or more tiles. A tile placed into a 3-sided space is ‘gobbled’. Gobbles are also known as ‘forced spaces’.



LOOP:

A line of one colour which passes through the tiles and eventually curves back to join itself is called a loop. Loops do not have to be perfect circles! They can be of any shape, no matter how irregular.

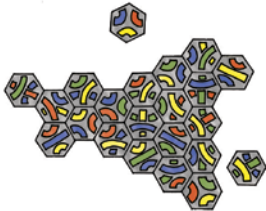
**THE TANTRIX:**

The connected group of tiles already played on the table is often referred to as 'the Tantrix'. The name Tantrix itself is derived from 'Tangled Tracks'.

CONTENTS OF BOOKLET

- **DISCOVERY PUZZLES:** Your objective - build loops using all the tiles. The difficulty increases as each new tile is added. Allow up to ten hours to complete all 28 puzzles!

- **TANTRIX GOBBLE:** A fast-paced interactive game for up to 6 players, perfect for kids and families. About ten minutes per game.



- **TANTRIX STRATEGY:** The award-winning game of luck and strategy for 2-4 players. Though the rules are simple, the tactics can be subtle and complex. About 30 minutes per game.

- **TANTRIX SOLITAIRE:** A tricky solitaire game using 14 tiles and requiring both luck and skill. Solitaire is a great way to improve spatial skills and tile recognition.

- **RAINBOW PUZZLES:** The 56 tiles can also be split into five colour-coded puzzles; ideal for brain training.

- **TANTRIX ONLINE:** An introduction to the Tantrix world on the Web, where you can compete against other players or robots. Or try the solitaire puzzles including our personal favourite “The Daily Match”.

TANTRIX DISCOVERY

1. Select the first few tiles and lay them out in order with their numbers facing up.

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

3. Break up the tiles, add tile 4 and make a new loop of four tiles. The colour of each new tile's number shows what colour loop to make (tile 4 is red). Remember, the loop can be any shape as long as it is closed.

4. Break up the tiles, add tile 5 and make a new loop of five tiles. Note that the loop is red again.



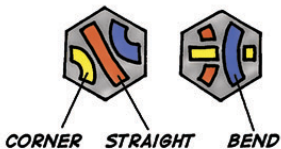
5. Continue as above, adding one tile at a time. Each new loop must include all tiles picked up so far and all touching links must match in colour. As always, the loop colour is on the back of the new tile!

6. This sequence ends at tile 30. However, it is possible to combine any number of ten-tile Discovery sets (sold separately) to extend the sequence infinitely.

HINTS:

- Each new tile added makes the puzzle harder as the loop shape becomes more irregular.

- Links of the same shape can be exchanged without affecting the overall shape of the loop. There are three different link shapes: corners, straights and bends.



- Sometimes it is easier to ignore the “Match colour” rule until the main loop is completed. Then go back and swap tiles to ensure that all other colours match!

- A hole is an empty space completely surrounded by six tiles. Holes are not allowed in Discovery.

| 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 |

- From tile 15 onwards there are four colours, which can make the remaining puzzles even more challenging.

- The table on the left shows target solution times for the puzzles up to ten tiles.

TANTRIX GOBBLE

For 1 to 6 players, 56 Tiles, Ages 5+

Average duration: 10 minutes

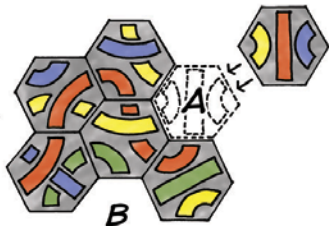
Tantrix Gobble is a family game which is more about speed than strategy. It suits fast, rather than deep thinkers and is a fun introduction for younger players. The optimum number of players will depend on how much chaos you can take: more than four players and elbows definitely become a factor!

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! To fill a gobble, add a tile to the Tantrix which touches at least three other tiles.

What is a Gobble?

A gobble is a space in the Tantrix surrounded by three or more tiles.



In the diagram you can see two gobble spaces (A and B) and one tile that could fit at A. Page 3 has further details.

GOBBLE RULES (1 PLAYER)

1) Begin with all tiles in the bag. Take two tiles at random and place them together in the middle of the table with their colours matching.

2) Continue taking one tile at a time from the bag and joining it to the Tantrix on the table.

3) Joining tiles must always touch at least two other tiles (see diagram), and all touching colours must match.



4) Any new tile which can not be added to the Tantrix must be placed face up on the “penalty stack”.

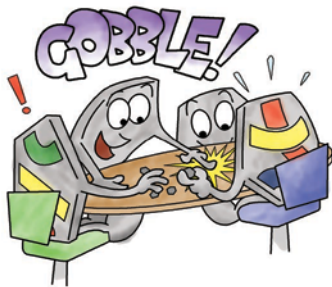
5) When a tile is gobbled into a three-sided space, then the top tile from the penalty stack can be removed and returned to the bag, or played straight away.

6) The objective of solitaire Gobble is to finish the game with no penalty stack after all the tiles have been played.

GOBBLE RULES (2-6 PLAYERS)

1) Place any two tiles together in the middle of the table with their colours matching. Share the remaining tiles equally or handicap the best players with extra tiles.

2) Each player organises their own tiles into one or two face-down piles and the game starts.



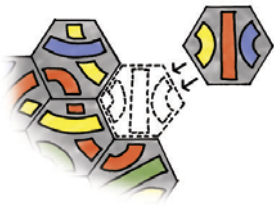
3) Players take one tile at a time from their pile and try to connect it to the Tantrix. There are no turns! Players race to place all their tiles as quickly as possible.

4) Tiles can only be connected to the Tantrix if they touch at least two other tiles and if all colours are matching.

5) If a tile can not be connected, it must be discarded onto a “penalty stack”. Penalty stack tiles are kept face up.

6) Beware, a player’s penalty stack must be emptied before they can win the game! The only way to empty a penalty stack is by filling gobbles.

7) When a tile is gobbled, that player shouts “Gobble!” and off loads one tile (from either their pile or penalty stack) to any opponent. Off loaded tiles must be given face down.



8) Players should shout “OUT!” as they play their last tile and the first player out wins. Other players should continue until all finish.

Tips:

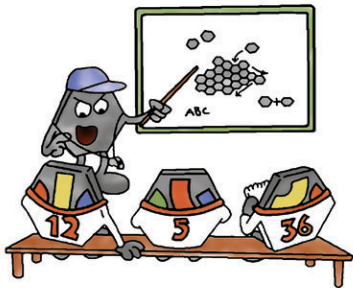
- Keep all the tiles in your penalty stack face up, so they don't get mixed up with your main pile.
- You do not need to slow down or stop, just because another player shouts gobble. Keep going!
- Do not get confused with the “restraints” of Tantrix Strategy. Double gobbles and gobbles with three links of the same colour are allowed in this game.
- If you find spotting gobbles difficult, be careful not to discard too many tiles onto your penalty stack. It is not easy to decide how much time to invest in trying to connect a tile to the Tantrix before discarding it.

TANTRIX STRATEGY

For 2 - 4 players, 56 Tiles,
Ages 8 and up, Average
duration: 30 minutes.

- OBJECTIVE OF THE GAME

The aim of the game is to make the longest possible line (or loop) of your chosen colour.



- CHOOSE YOUR OPPONENTS

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

- CHOOSE YOUR COLOUR

Each player chooses a colour: red, yellow, green or blue. All colours are present in equal quantities, so no colour has an advantage over another. Regular players often develop a preference and can find it hard to switch.

- START THE GAME

All the 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 player with the highest number starts, placing any tile from their hand into the centre of the table. Players then take turns adding tiles, following the basic rules.

FOUR BASIC RULES

- 1) CONNECT
Each tile played must connect to the Tantrix.
- 2) MATCH
Colours on all connecting tiles must match.
- 3) REPLACE
Players must always have six tiles in their hand.
A replacement tile must be picked up immediately after a tile has been played.
- 4) GOBBLE
Whenever possible, gobble spaces (see page 3) must be filled by the player whose turn it is.

IT'S YOUR TURN

As the game progresses, gobble spaces will occur more frequently - so 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.

Step 1: Fill gobble spaces

Start your turn by looking for gobbles that have not yet been filled. Fill them if you can. Pick up a replacement each time you play a tile. Filling one gobble often creates another, which must also be filled if possible.



Step 2: Make a free move

Select one of your six tiles and play it anywhere you like, provided you obey the basic rules and the three restraints (see page 16). It is a good idea to test your free move, and any gobbles it creates, by placing a tile close to the Tantrix. Once it touches the Tantrix the move is confirmed. Do not forget to pick up a replacement tile.

Step 3: Fill gobble spaces again

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

Tip: Spotting tiles that can be gobbled

If at first you find it hard to see which tiles fit gobbles, don't worry, you are not alone. But if you stick with it, we promise that spotting gobble tiles will quickly become second nature!

One way to practice, is to say "out loud" the colours of the gobble space in a clockwise direction, for example: red-blue-yellow.

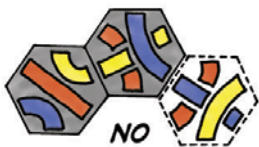
Then keep this sequence in mind, as you scan your tiles to look for it.



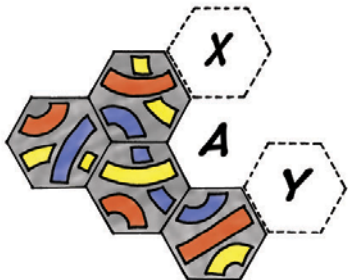
THE RESTRAINTS

There are three moves - called restraints - which are not allowed as long as tiles remain in the bag. Once all tiles are drawn, the restraints are lifted.

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



2. You may not create double gobbles!



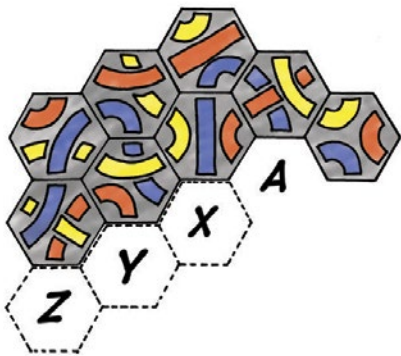
Double gobbles are spaces surrounded by four tiles. In the diagram, tiles may not be played at X or Y.

However, as soon as A is filled, a tile may be played at X or Y.

3. You may not play along a ‘controlled side’!

The diagram on the right shows a gobble space at A, so tiles may not be played along X, Y or Z.

The gobble at A ‘controls’ the rest of the side.



Only after A is filled by a tile, can X, Y and Z be filled - and only in this order.

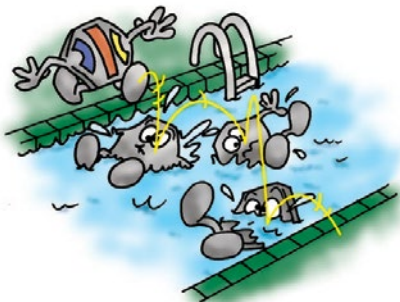
All players must obey the three restraints until the end-game, even when filling gobbles.



Hint:

If your game starts to have holes in the middle of the Tantrix (as happens normally during Tantrix Gobble), you probably have not obeyed the three restraints correctly.

An easy way to learn the game is to play Tantrix online, where gobbles and restraints are done for you.

**The endgame**

Whoever removes the last tile from the bag announces “bag empty” and the three restraints no longer apply. This final period of play is called the endgame.

Players must still obey the basic rules, but they now 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. Players score one point per tile in their longest line, or two points per tile in their longest loop.



Only one line or loop per player counts. For example, a loop of 12 tiles means a score of 24 points, which wins over a line of 23 tiles.

Strategy & tactics

After a few warm up games, you will discover that Tantrix actually has far more skill than luck. The best players in the world have become adept at controlling the luck involved and can usually manage to find a win whatever tiles fate deals them. You will find plenty of advanced strategy advice online at Tantrix.com.

FREQUENTLY ASKED QUESTIONS

Q: Are you allowed to play tiles without your own colour?

A: Yes.

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

A: No. This rule only applies to Tantrix Gobble.

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

A: The original gobble must not be filled, unless it is during the endgame.

Q: Do players still have a free move if they were unable to fill any gobbles?

A: Yes. Each player always has one free move per turn.

Q: Are you allowed to count the number of tiles left in the bag?

A: Yes at any time, but you may not look at the tiles.



Q: Does the player who takes the final tile from the bag have to obey the three restraints?

A: No. Once the last tile is picked up, the three restraints no longer apply.

Q: After the three restraints are lifted, do gobbles still have to be filled?

A: Yes, always!

Q: After the three restraints are lifted, are double gobbles allowed?

A: Yes. Gobble spaces surrounded by four, five or even six tiles still must be filled if possible.

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

A: No. All players must play all their tiles. Players with no tiles simply miss their turn.

Q: If a player forms two loops, can they score them both?

A: No. Only a player's best score (loop or line) counts.

TANTRIX SOLITAIRE

1) Sort out a subset of 14 tiles which all have the same three colours - eg. choose all the Red, Yellow and Green tiles by discarding any tiles with Blue.

2) Turn the 14 tiles upside down and arrange them randomly in a stack. Choose one colour and try to build the highest possible scoring line or loop of that colour.



3) You score one point for each tile used in your longest line OR two points for each tile used in your longest loop. Therefore the maximum possible score is 28 for a loop passing through all 14 tiles.

4) Begin by taking the top tile from your stack and placing it face up on the table. Take the next tile and join it to the first one, and so forth. Provided all colours match, tiles can be played anywhere! There are no restraints.

5) However, if a gobble is created, then each new tile must be played into the gobble if possible. If a tile fits into two different gobbles, then you can choose where to place it.

HINTS:

- Creating blocked gobbles (for example spaces with three links of the same colour) is the best way to protect your tiles from being gobbled into the wrong place.

- The other way to create a blocked gobble requires a good knowledge of all 14 tiles. You can often create a gobble knowing that there are no tiles left in the stack which would fit this particular gobble.



- You do not have to commit to one colour straight away. Sometimes it is possible to keep two (or even all three) colour options open for the first few turns before making a final choice.

- After some practice, scores up to 14 points are easily achieved, but getting the maximum score (28) takes great skill and lots of luck. Getting five 28's in a row is the ultimate Tantrix Solitaire challenge!

- At the time of writing, Tantrix Solitaire could also be played free online at Shockwave.com.

RAINBOW PUZZLES (LOOPS)

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

The green and yellow puzzles are loop puzzles just like Discovery and the White puzzle is similar to Tantrix Xtreme (sold separately), for which no colour clues are given.



The Blue and Red puzzles are “pyramid puzzles” and extremely challenging. Good luck!

- Green Puzzle (10 tiles).
Make a green loop with all ten tiles.
- Yellow Puzzle (12 tiles).
Make a yellow loop with all twelve tiles.
- White Puzzle (9 tiles).

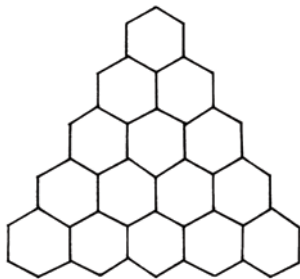
Make a loop with all nine tiles. Only one colour can be solved - but which one?

RAINBOW PUZZLES (PYRAMIDS)

Pyramid puzzles can either be loop, line or matching puzzles. However, they have an extra twist - the tiles must be arranged in a specific pyramid shape.

Here are a couple of line-pyramid puzzles.

- Blue Puzzle (10 tiles).
Make a ten-tile pyramid shape, which contains a continuous blue line passing through all the tiles.

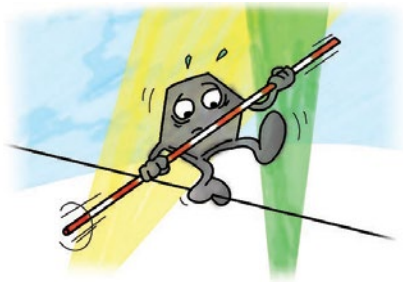


- Red Puzzle (15 tiles).
Make a 15-tile pyramid shape, which contains a continuous red line passing through all the tiles.

TANTRIX ONLINE

The Tantrix web site, as well as associated forums and blogs, serve as a worldwide meeting place for players and fans of the game.

New players can visit to chat and play against the regulars, or practice in private against any of the resident robots.



Experienced players will find worthy opponents waiting for a game. There are also many regional and international tournaments to sign up for.

About half a million games are played annually between players from all over the world. Players move up or down various world rankings after each game they play. The best three players from each country contribute to an international ladder or “Country Ranking”.

Tantrix.com has a lot of other resources, including links to over 20 international Tantrix sites.

Site features include:

- Tournament schedules and details
- The incredibly addictive “Daily Match” puzzle
- Tantrix world records and tournament records
- Tantrix press clippings, awards and videos
- Strategy and tactical advice
- Interviews with the world’s best Tantrix players
- Spaghetti Records (currently over 40,000 tiles)
- Millions of games stored online, available for replay
- National & international rankings of all players



ABOUT THE iNVENTOR

Mike McManaway's interest in strategy games began in childhood. Let down by his lack of memory skills while playing Monopoly, Mahjong and Chess, he switched to Backgammon, eventually becoming the New Zealand champion. After studying Geology at university, Mike joined IBM to gain commerce skills, and then began a retail game & puzzle business.

Tantrix was created during a Chilean backpacking holiday in 1988. Since then, Tantrix has taken over Mike's life leaving little time for his other passions - paragliding and climbing.

Since 1998, Mike has participated in every World Tantrix Championship. In 2007, after a decade of defeats, Mike finally won the title from a field of 200 players!







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