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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.

The Tantrix Game 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!

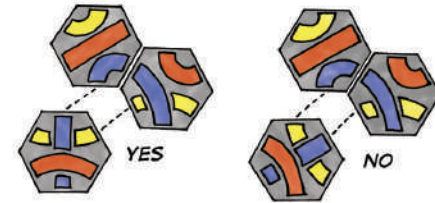
Mike McManaway, Pohara, NZ

FOUR DEFINITIONS

(some really, really important concepts...)

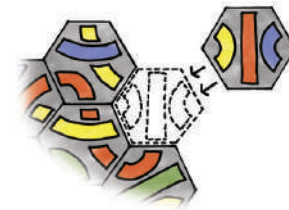
MATCH:

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.



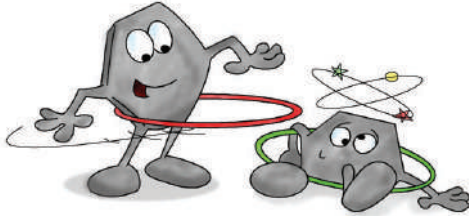
GOBBLE:

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.

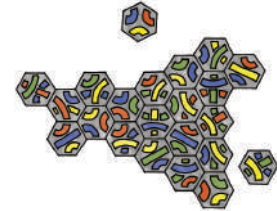
**THE TANTRIX:**

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'.

SIX TYPES OF CHALLENGES

- **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 THE GAME:** 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, and solve solitaire puzzles such as "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!

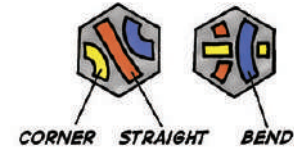
6. This sequence ends at tile 30.

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 4 players and elbows definitely become a factor!

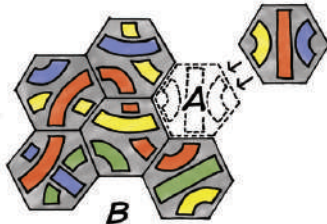
In Gobble, players:

- 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?

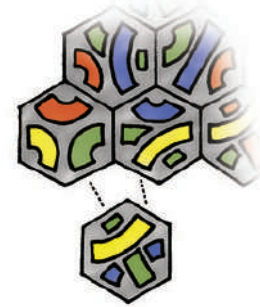
A gobble is a space in the Tantrix surrounded by three or more tiles.

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 directly to the Tantrix must be placed face up on a “discard” stack.



- 5) Every time a gobble is filled, the top tile from the discard stack can be returned to the bag, or played.
- 6) Your objective is to finish the game with no tiles on the discard stack after all tiles have been played!

GOBBLE RULES (2-6 PLAYERS)

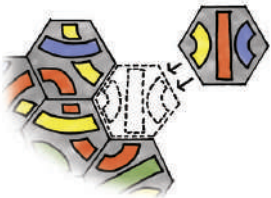
1) Place any two tiles together in the middle of the table with their colours matching. Share all remaining tiles between the players, with the better players taking extra tiles.

2) One player shouts “GO”, then all players simultaneously race to connect their tiles as quickly as possible to the Tantrix, one tile at a time. There are no turns!



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

4) Whenever a player fills a gobble, they shout “Gobble!” and discard one of their tiles onto any opponent.



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

Tips:

- You do not need to slow down or stop, just because another player shouts “Gobble”. Keep going!
- Rather than retaliate, it is of course better to discard your gobble tiles onto those players who are nearly out!
- Double gobbles can also be claimed by filling 4 - sided spaces. So if you are lucky (or very good), you may be able to discard two tiles at once onto other players.
- The restraint rules (see the Tantrix Game) do not apply in Gobble. Double gobbles and gobbles with three links of the same colour are allowed.



TANTRIX THE GAME

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

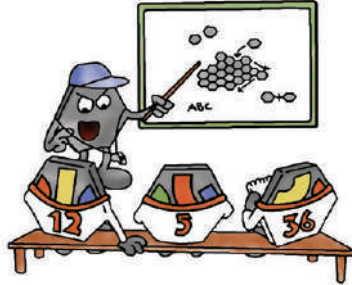
The game can be played by two, three or four players. While games with three or four players are more interactive, the two-player version is more skilful and is always used in tournaments.

- 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

All colours of 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.



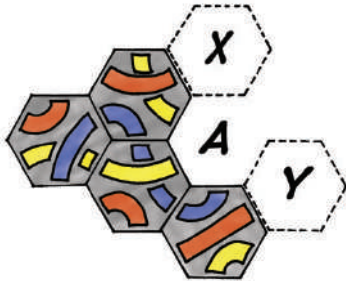
THE 3 RESTRAINTS

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!

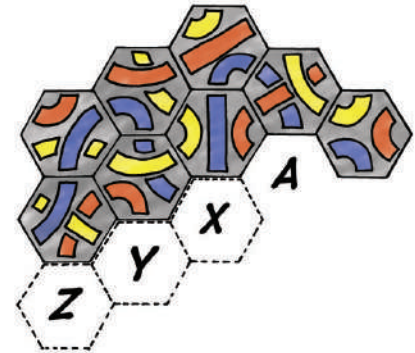


Double gobbles are spaces surrounded by four tiles. In the diagram, tiles may not be played at X or Y.

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.

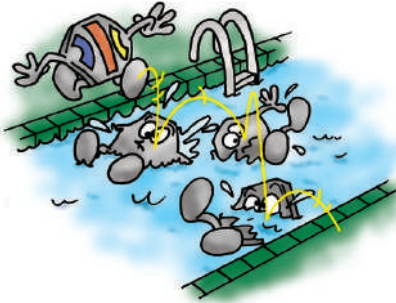
All players must obey the 3 restraints until the endgame, even when filling gobbles.



Hint:

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

An easy way to learn the rules 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) Select any set of 14 tiles with the same three colours.
- 2) The ultimate goal is to build a loop of one colour which passes through all 14 tiles. However, this is a very difficult challenge! The intermediate objective is to build any loop with more than ten tiles.
- 3) Start by turning all 14 tiles upside down in a random stack, then place the first tile face up on the table.
- 4) Take the next tile and join it to the first one, with all colours matching.



- 5) Tiles can be played anywhere, provided all colours match!
- 6) Continue joining all the tiles, one at a time. Once played, tiles can not be moved.

7) To score, count the number of tiles in your biggest loop and double. The perfect solution is a loop going through all 14 tiles with a score of 28.

HINTS:

- Solving this puzzle perfectly every time is perhaps the single hardest solitaire challenge in Tantrix, so don't expect overnight success.

In the beginning, consistently completing loops of ten tiles or more is to be commended.

- No need to immediately choose the loop colour. More often than not, it makes sense to keep your options open until a few tiles have been played.
- A useful training technique is to use "joker tiles".

If the next tile can not be conveniently played, put it aside, and add it back any time later.

Subtract one point from your final score for each joker tile you used.

- Mastering big loops requires perfect knowledge of the 14 tiles and careful planning. Don't be too disappointed, when large loops go wrong, the score is often zero!



RAINBOW PUZZLES (LOOPS)

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

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



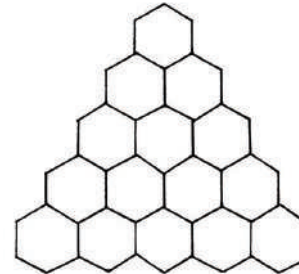
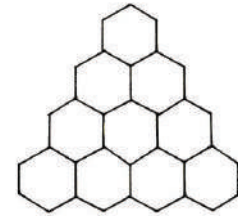
The Blue and Red puzzles are pyramid puzzles and extremely challenging. Good luck!

- 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)

With pyramid puzzles, all tiles must be formed into the designated pyramid shape. The Blue and Red Rainbow puzzles both are “Line pyramid” puzzles.

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



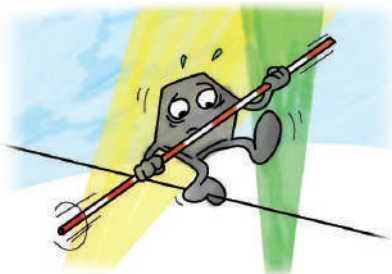
- Red Puzzle (15 tiles). Make a 15-tile pyramid shape, which contains a continuous red line passing through all the tiles.

You can also try to create your own pyramid puzzles, either line or just matching puzzles by working backwards. Start by creating the solution using all necessary tiles, then challenge a friend (or yourself later).

TANTRIX ONLINE

The Tantrix.com 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.



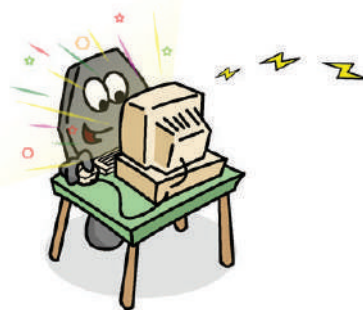
Experienced players will find worthy opponents waiting for a game. There are also regional and international tournaments to sign up for.

Over the years, millions of games have been played 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 dozens of national sites dedicated to Tantrix.

Site features include:

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



Also online are some old classics, such as:

- The Super 5:
All 56 tiles can be separated into five distinct puzzles, including the infamous Tantrix Genius.
- The Unsolved Puzzles: Though solved by computers, no human has yet found the perfect solution.

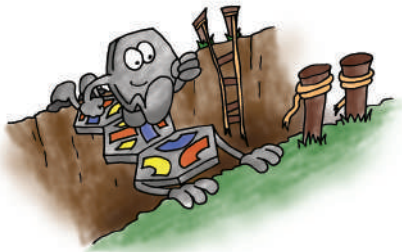


THE INSIDE STORY

Mike McManaway's interest in strategy games began in childhood with Monopoly, Mahjong and Chess.

Let down by appalling memory skills, he switched to Backgammon, eventually becoming the New Zealand champion. After studying Geology at University, Mike joined IBM to gain some desperately needed commerce skills, then began a retail game and puzzle business.

Tantrix was created in 1988 during a backpacking holiday in Chile. Since then Tantrix has taken over Mike's life, leaving little time for other addictions, such as climbing and paragliding.



In 2007, after ten years of trying, Mike finally won the World Tantrix Championship held online from a field of nearly 200 players. However, winning a table tournament face-to-face with physical tiles has proved a somewhat harder challenge, but there's always next year!

