

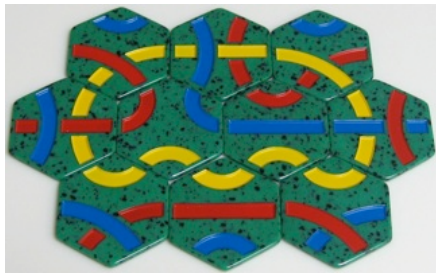
Tantrix Discovery



Tantrix Games 1997.

(holder and 10 plastic hexagonal pieces, 1.6 by 2.25 by 2.25 inches high)

Ten hexagonal tiles (numbered 1 through 10 on the backs) can be arranged in patterns, the highest level challenge being to make a loop of a given color (and matching edges of all adjacent tiles). The two sets shown above have different holders and background color, but the same tile patterns. Below, on the right are excerpts from the directions that came with the puzzles and on the left three ten tile loop solutions that are presented on *Jaap's Page* together with solutions to related puzzles (yellow and blue are switched from the sets shown here).



Ten Rules

1. Turn all 10 tiles upside down so that the numbers face up.
2. Turn over tiles 1, 2, & 3 and make a loop. The color on the back of tile 3 indicates the color of loop you will be making.
3. Break up the tiles, add tile 4 and make a new loop. The color on the back of tile 4 indicates the color of loop you will be making.
4. The loop can be any shape, provided the ends join up and all intersecting colors match up. ie: a blue end cannot connect with a yellow end.
5. Continue adding one tile at a time and creating loops... if you can!
6. With less than 10 tiles, only one color of loop is possible to create.
7. With all 10 tiles, each color has a solution. See below.
8. The more sets of Tantrix Discovery™ you add, the higher the number you can achieve.
9. With 2 sets of 10 tiles, you can create a loop of up to 20, with 3 sets, up to 30...
10. The color on the back of tile # 4 for example, will indicate what color of loop to make when creating, 14, 24, 34 etc.

Tiles / Tuiles	Color / Couleur	Time to solve / Temps
3	●	20 sec.
4	●	40 sec.
5	●	1 min.
6	●	3 min.
7	●	6 min.
8	●	10 min.
9	●	20 min.
10	●	25 min.
10	●	28 min.
10	●	30 min.

Further reading:

Jaap's Page, from: <http://www.geocities.com/jaapsch/puzzles/tantrix.htm>

Tantrix Home Page, from: <http://www.tantrix.com>

Copyright J. A. Storer