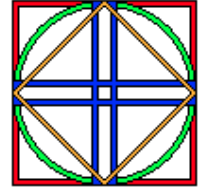




ANTINO



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# Introduction:

Antino is a game from Phantasar which was most of all popular among the Gnomes of Tinker-Island. The game is fast to set up, with easy rules, but yet it can be a brain teaser to play the game well. The Gnomes LOVE those kinds of games, as they can be used as a way to train the brain.

Like many games played by the people native to Phantasar it's not exactly known who invented the game, but most Gnomes assumed it was the Grand Gnome who invented this game as brain trainer. Then again, there's lots of stuff the Gnomes credit on the name of the Grand Gnome.

When the Gnomes were discovered by both the Befindos and the Elves, the game gained a lot of popularity among both races. Even the so-called 'Stiffs' who normally have something against games adopted this game, as a great way to keep your brain active.

The game can be played with a group of 4 players max, and there is even a possibility to play the game as a 'solitaire' game.

## Object of the game

Each player tries to make combinations with the tiles on the board and tries to score as many points as possible. The player with most points wins the game.

## Contents of the game

- i. 1 playing board
- ii. 100 playing tiles. 25 of each symbol of which of each symbol 2 have a lock and 3 have a key.

## Start of the game

There is no 'official' rule dictating who starts the game, but mostly all players take one tile out of the bag. The one with the 'highest' tile starts the game. The order from high-to-low is then considered 'Amber diamond' >> 'Blue Cross' >> 'Green Circle' >> 'Red Square'. In case of two players taking the same symbol one with a lock can be considered 'higher' and one with a 'key' even higher than that. These 'values' play no more role in the remainder of the game.

## Turn Order

Most players from Phantasar are used to playing counter-clockwise, however this is not an official rule. Playing clockwise is therefore also possible as long as all players agree on the direction.

## Playing your turn

At the start of your turn you must have 3 tiles. No more no less. If you less take as many tiles as you need to get to 3. If you have by any kind of chance more (which should be impossible), you need to drop until you have 3.

You may play 1 tile and you must place it to any tile that is different from the tile you play. So if you play a circle you must place it next to any tile that is not a circle.

If it is impossible to play any tile, you must drop all tiles and take 3 new ones and end your turn. You must show the tiles you drop to your opponents to prove you cannot play any of them.

The centre tile serves as a 'joker', to which any tile can be put.

## Scoring

After you put your tile onto the board, you may look in the lines horizontally and vertically (NOT DIAGONALLY), how many tiles are not the same as yours. You may count them until the moment a tile that is either containing a lock (unless a key lies next to it in any direction as long as it's not diagonally) or the joker in the middle or is the same is yours. The locked and jokers do count, a tile that is the same does not and the tile you played does not. Each tile that does count gives you 1 point. The maximum score that is possible from putting 1 tile onto the board is 12 points. If that happens that score is doubled (meaning you get 24 points), and if you have any tiles left.

In theory you can score 72 points max in a turn. If that happens to you twice, you the game ends immediately making you the winner (even if other players have more points you have).

## Locks and keys

When a tile contains a lock nobody may put a tile next to it (which includes you) and any scoring chains end with that lock UNLESS a key is placed next to it in any direction.

A few notes:

- It is completely allowed to place a lock tile next to a key tile if the main symbols are different, but the lock will then immediately count as 'unlocked'
- You are NOT obligated to put a key next to a lock. If there is no lock next to the key, the key simply has no function.
- It should be absolutely clear by now that only horizontal and vertical count as actual directions in Antino. Diagonal does NOT exist in Antino, so when a key is diagonally connected to a lock, the lock remains a locked.

## End of the game

The game is over if either one of the next conditions is met:

- Board full
- If no more legal moves are possible regardless which tiles you have.
- OPTIONAL: This is an optional rule, some Antimon players deem the game over when all players dropped all tiles for new ones in a streak. This rule is only used when there are 3 or 4 players. You need to agree before starting whether or not to use this rule.
- Or when one player manages twice to get 72 points in one turn.

Unless the game ended by the 2x72 rule, the one with most points wins the game.

### 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place

Mostly when the game ends it's impossible to play on anyway, so the score outcome decides. However when a player ends the game with the 2x72 points rule it can be possible to play on. The official rule is that the game ends immediately in that situations making the player with most points (not counting the instant winner) 2<sup>nd</sup> place and so on.

An optional rule makes it possible to play on, in which the winner stops playing and in which his/her points do not count any more allowing the other players to play on until one of the end of game rules above apply. If a second player scores 2x72 he/she will of course be 2<sup>nd</sup> place. This rule of course can only apply if there are at least 2 or 3 players left after this situation takes place. Most players (on Phantasar) do not use this rule.

### Solitaire Rules

Like mentioned before this game can also be played solitaire and then you simply try to get as much points as you can, and maybe you can break your own record.

In solitaire mode, you take one tile (blindly) each turn and you MUST play it, if you can't the game ends instantly and the score you have then is your ending score. If you manage to get the entire board full the game ends as well of course.

## A few notes

It can sometimes if you don't know the game well, hard to comprehend what counts and what doesn't. So here are a few clarifications.

- Any tile that is the same as a tile in the counting line regardless of the fact that was the tile you added stops the chain and doesn't count by itself. So if I add tile #3 to a line 1-2-4-2-3, then the second 2 doesn't count anymore and tiles 1, 2 and 4 do awarding 3 points.
- As long as a lock is locked it does count itself, but the tiles after it do not. So if I put tile #3 to a line 1-2Lock-4-3 than number 4 doesn't count anymore, but 1 and 2 do. If there's a key like 1key-2lock-4-3 then the lock at 2 doesn't count anymore and then 1, 2 and 4 count, 3 does not as that is the same number as the tile being added.
- It does not matter how many locks there are, a key next to it always unlocks it. If I put in tile 3lock to 1key-2lock-4-3 then the lock on my tile is immediately gone as 1 has a key despite the fact that it already unlocked the lock on 2.