Tendu User Manual

Congratulations on your purchase of Tendu! May you have many hours of friendly fun in front of you.

To experience the full extent of what Tendu has to offer you first need to gather up three of your friends. It will work with less, but won't be as fun. Make sure they all have Tendu installed on their handsets and then proceed to start the app.

Getting started

Since Tendu is at heart a multiplayer game it works best with the maximum - four - players. It is possible, however, to play a session with any number between one and four participants. If you are more than one player the first thing you need to do is select whether you want to connect via bluetooth or wifi (Wifi is supported from android versions 4.1 upwards). Next, choose one of you to be the Host. The rest then join in.

Hosting a game

Press the Host Game button. This will bring up a lobby screen where the players will pop up one by one as they connect. When enough players have connected, press the Ready button to stop accepting new players and start the game.

Joining a game

Press the Join Game button. This will bring up a lobby screen where the players will pop up one by one as they connect. Press the Ready button when you are ready to start playing.

You can always return to the main menu screen from the lobby by pressing the back button on your device.

Playing Tendu

The gameplay of Tendu consists of a series of cooperative mini games where the object is to last as long as possible. You start with a communal time pool that drains as the game progresses. When you complete a round the time left gets transferred over to the next mini game. When the time runs out the game is lost.
In this demo version there are two mini games in: Numbers and Shapes.

Numbers

A sequence of numbers appear for a brief amount of time. Your task is to collectively memorize the numbers and press them in the right order. The numbers to choose from are split between the players, which makes collaboration and communication of prime importance.

Shapes

In the middle of the screen is a series of coloured geometrically shaped slots. Scattered around these are coloured geometrical shapes that fit into them. The task is to do just that. The problem is that the corresponding slots for your shapes may be found on the screen of another player and to complete the round they have to be sent to a player with a matching slot.

Winning/Completing a game
When completing a mini game the current level and the bonus time carried over to the next mini game will be displayed. The next mini game starts automatically after a few seconds.

Losing a game
Failing to complete a mini game means that the game round has ended. Final score is displayed along with options to return to the main menu screen or to play again. Press Main Menu to return to the main menu (doing this will send all other participating players to the main menu as well). Press play again to start over a new game round with the same players.