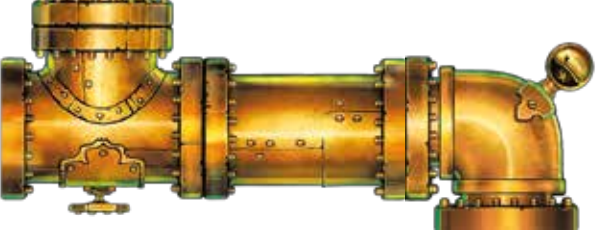




Martin Nedergaard  
**ANDERSEN**

# TUBURINTH

## GAME RULES



## CONTENTS



1 score track and 6 markers

1 hourglass (30 seconds)

41 double-sided tubyrinth boards

42 pipe tiles (6 sets of 7 pipe tiles)

## BEFORE YOUR FIRST GAME

Carefully detach the tiles and the markers from their punch-boards.

## AIM OF THE GAME

Be the first player to build pipelines in a tubyrinth and score 25 points or more.

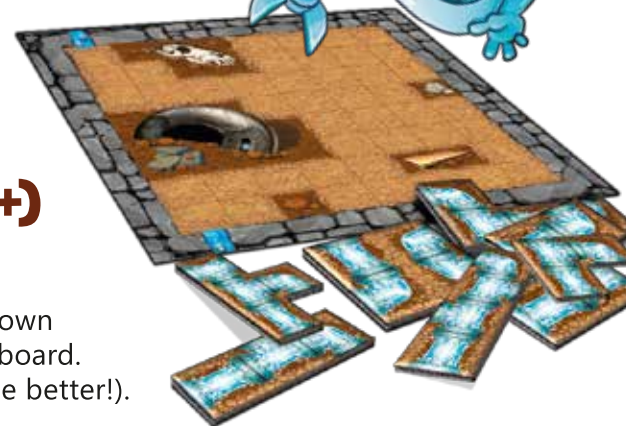
## SETUP

Each player takes one tubyrinth board, 7 pipe tiles of the same style/color and the matching marker. Put the remaining boards, pipe tiles and markers back into the box.

## BASIC RULES (10+)

### HOW TO PLAY

Upon an agreed signal, all players simultaneously attempt to lay down a pipeline from the start point to the end point on their tubyrinth board. You must complete this task using 5, 6 or 7 pipe tiles (the more, the better!).





Pipe tiles may only be placed on empty spaces (“in the ground”). They must not partially or completely cover obstacles. Dead ends and open ends are allowed but if, upon closer examination some of the pipe tiles appear to be unnecessary for the pipe to be uninterrupted, those pipes must be removed from the board and considered unused.

The first player to finish their pipeline calls out “Pipe's ready!” and flips over the hourglass. Now other players have 30 seconds to finish their pipelines: those of them who succeed call out: “I'm the second one”, “I'm the third one” et cetera.

When the time is out, all players immediately stop laying their pipelines. Then, everyone checks if the first player has indeed built their pipeline correctly: it must connect the start and end points on the game board with no breaks or mismatched joins, and must not pass over obstacles.



\* This board is just an example, it doesn't show any existent pipeline solution.

## SCORING

- The first player to finish their pipeline scores one point per pipe tile used to build it.
- The second player to finish their pipeline scores one point per pipe tile used to build it minus 1, the third one – the number of tiles he used -2... etc.
- The other players (those who haven't built the pipeline) score one point per pipe tile NOT used by the first player to build the pipeline correctly.

If a player's pipeline was incorrect, he loses 1 point.  
Move the markers on the score track accordingly.

### **Example:**

*Alex was the first one to finish his pipeline that consists of 6 tiles. He gets 6 points.*

*Mary was the second one and her pipeline consists of 6 tiles as well – she gets 5 points (6 minus 1).*

*Jane and Paul haven't built their pipelines, each of them gets 1 point. All players move their markers on the score track.*



## NEW ROUND

After counting up the points, remove all pipe tiles from your tubyrinth board. Flip your board or, if you have already used both sides of your board, pass it to the player on your left and receive your other neighbor's tubyrinth board. If all players have already played each side of each game board present in the game, replace the game boards with new ones from the box. Start a new round following the same rules as described above.

## ENDING THE GAME

The game ends immediately when one of the players has scored 25 points or more. The player who scored most victory points wins the game! There may be several winners.

## GAME MODES

### ROOKIE (8+)

Play the game using the basic rules with the following exceptions: You may now use any of the spaces on the tubyrinth board to lay down your pipeline, including spaces that contain obstacles. The winner of the round scores 1 point, and the other players don't score any points. The first player to score 5 points wins the game.

### PIPE MASTER (10+)

As in the basic rules, you are not allowed to build a pipeline across the obstacles. You must use all 7 of your pipe tiles. The scoring is the same as in the Rookie mode: the game continues until one of the players scores 5 points.

### SOLO (8+)

You can play Tubyrinth alone as well: build a pipeline (in any of the described game modes), time yourself to see how long it takes you to succeed and try to beat your own record in the next round. Or ignore the timer and play at your leisure: try to solve all 82 puzzles using a different number of pipes (5, 6 or 7). Doing so will require you to find a total of 246 solutions — a great brain teaser!



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Russia, Moscow, 121087, Beregovoy proezd 7-1.  
Tel. +7 495 510 0539, mail@lifestyleltd.ru.  
[WWW.LIFESTYLE-BOARDGAMES.COM](http://WWW.LIFESTYLE-BOARDGAMES.COM)

