

# ANDANTINO

(AN-DAN-TEE-NO)

A tile-placement game for two players by  
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## INTRODUCTION

“Andantino” is a musical term meaning “to be played in a somewhat leisurely manner”. That advice suits this game admirably. For those wishing to pass some idle moments with a friend, a leisurely attitude is perfectly in order. But for those whose interest lies in winning more games than they lose, a somewhat less leisurely approach is undoubtedly called for. Either way, **ANDANTINO** is an entertaining absorbing and highly addictive game of skill for any two players.

## MATERIAL

**ANDANTINO** includes a carrying case, 25 white hexagonal tiles and 25 red hexagonal tiles (called hexes). Other colours are also available on the **nestorgames** website.

## RULES

### Setup

The playing surface is initially empty. Place two hexes (one of each colour) adjacent to each other in the middle of the playing surface.



Each player takes a set of 24 hexes of the same colour (white or red).

### Play

Starting with white, players alternate turns placing a hexagonal tile of their colour adjacent to **at least 2** other hexes already played until the victory condition is reached or until all the tiles have been played, whatever happens first.

*Variant (by Néstor Romeral Andrés): The second player can disobey this adjacency rule **once**, by placing a hex adjacent to **1 tile only**. This diminishes the first player advantage.*

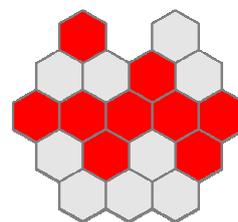
## Aim

The game is **won** by the first player to **either**

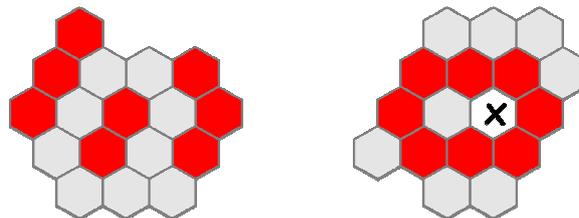
- complete a straight line of 5 consecutive pieces of their colour **or**...
- fully enclose (i.e. “trap”) any or more opponent’s pieces inside a loop of 6 or more own pieces.

Note that traps can include gaps (empty areas) provided they’re also fully enclosed by the surrounding pieces.

The game is **drawn** if neither objective is achieved by either player after all 50 pieces have been played.



Example: Red wins with a line of 5.



Examples: White wins on the left example by surrounding red. Red wins on the right example by surrounding white, even if a gap is inside the loop.

## VARIANT

If all 50 tiles have been played, players can continue playing by picking up already played pieces of their colour and legally placing them somewhere else until the victory condition is reached.

## SCORING

To score your games, award 50 points for each win minus 1 point for every piece played by both players. Highest aggregate score after an agreed number of games have been played wins the series.