

# Attatat

## What's That?

### Overview

*Number of Players: 2 - 5*

*Age: 8 – Adult*

*Average Playing Time: 45 minutes*

Create and claim paths between your tiles – the longer the path, the more planks you gather and the more points you earn. However, the challenge grows as tiles begin to disappear from the playing area.

### Contents

- 25 Tiles
- 5 Free Tiles (King Attatat tiles)
- 25 Cards
- 120 Planks (24 per color)
- 1 Rule Book

Each of the 25 tiles is a unique combination of 5 different colors (gold, green, blue, red, and gray) and 5 different symbols (scarab, sphinx, pyramid, cat, and scribe). There is one card that matches each of the 25 tiles.



# Gameplay – Standard Game

## Setup

Each player chooses a color and takes the matching planks. You will also need paper and a pencil to keep score.

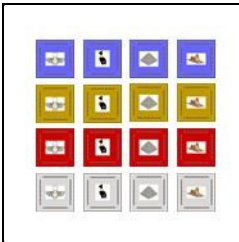
The number of players determines how many tiles, cards, and Free tiles to use.

Players	Tiles	Cards per Player	Free (King Attatat) Tiles
2	16	6	3
3	20	6	3
4	25	6	4
5	25	5	5

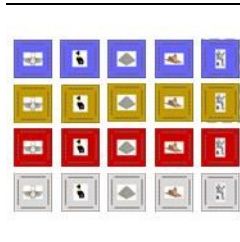
For a 20 tile matrix, remove either one color or one symbol from both the tiles and the cards. For a 16 tile matrix, remove both one color and one symbol from both the tiles and cards. Put away any unused tiles & cards.

Arrange the tiles so that all colors are in the same row and all

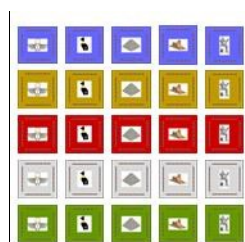
16 Tile Matrix



20 Tile Matrix



15 Tile Matrix



symbols are in the same column (or vice versa).

Set the Free tiles off to the side – they will be used after the game begins.

## How to Play

The goal is to use planks to make paths that connect the tiles in your hand. The longer the path, the more points you earn.

You may either play a single round, or a full game. The full game is one round per player (i.e. 4 rounds for a 4-player game).

To start the first round, the last player to have a birthday picks a color, the next player to have a birthday picks a symbol. Announce how many tiles in your hand match that color or symbol, whoever has the most matching tiles moves first. If there is a tie, the younger player wins the tie-breaker.

Your turn has three steps that occur in the following order:

**Link....**

....**Claim....**

...**Remove.**

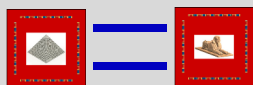
Step 1 You must make a new **link** during your turn.

Step 2 You may **claim** a path, but are not required to do so.

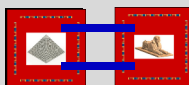
Step 3 If you claim a path, then you must also **remove** one of the tiles from either end of that path.

## A Note on Planks & Tiles

There are two different ways to lay planks to link tiles. You can space the tiles further apart and lay the planks in the gaps between the tiles. Or you can space the tiles closer together and lay the ends of planks on top of the tiles. Choose whichever method you find easier to pick up planks and tiles.



OR



## Link

Connect any two adjacent tiles using a pair of your planks.

- Links may be built either horizontally or vertically, but not diagonally.
- Links may not be added between two tiles that are already connected by at least one plank.
- You may build links to, from, and between tiles that are not in your hand.
- Links may be built to, from, and between Free tiles.
- Links may not be built to/from an empty space where a tile has been removed.
- Both planks must connect the same two tiles. The pair of planks may not be split and laid between different tiles.

### Examples of Legal & Illegal Links

It is Green's turn.

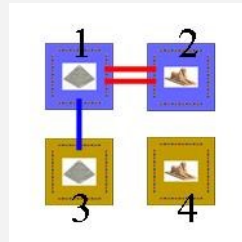
Green may use a pair of planks to link:

2 to 4 or 3 to 4

Green may **not** link:

1 to 2 or 1 to 3 (already connected)

1 to 4 or 2 to 3 (diagonal)



### Novice Game Option

Players lay planks in trios (3 per link) instead of pairs. See the Variations section on page 9 for more information on this option.

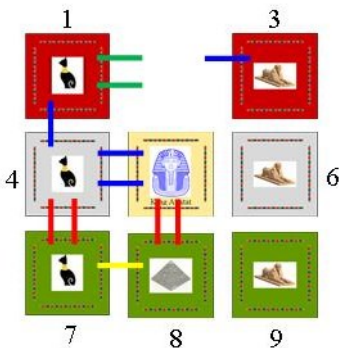
## Claim

If you can trace an unbroken path of planks between two of the tiles in your hand, you may claim that path. Only one path may be claimed per turn. Announce the two tiles that you are connecting, show those two cards for all to see. Pick up **one** plank from each link that you use to form the path, and place those planks in front of you - these are your score.

***Be careful to keep your score planks separate from your unplayed planks.***

- You may use (and pick up) other player's planks to form your path.
- Paths may be traced through Free tiles.
- Paths may not be traced through empty spaces.
- You may choose a longer indirect path over a shorter direct path in order to collect more planks, as long as no tile or link is passed through more than once.
- You are not required to claim a completed path during your turn.

## Examples of Legal & Illegal Claims



Path	Legal?	Why
1-4	Yes ☺	Legal path
1-4-Free-8-7	Yes ☺	Paths may wind
1-3	No ☹	May not go through an empty space
1-4-7-4	No ☹	May not use same tile or link twice

### **Remove**

When you claim a path, you must then remove one of the two tiles at either end of that path. Leave that card face-up in front of you. The card for the other tile goes back into your hand.

**Free Tiles** - The first tiles removed are replaced with Free tiles. The King Attatat tiles are the Free tiles. Any remaining planks connected to the removed tile now connect to the Free tile. Free tiles remain the rest of the round and may never be removed from the playing area.

**Empty Spaces** - Once all the Free tiles have been used, any tiles that are removed leave an empty space. An empty space is unusable for path building. You must build paths around empty spaces in order to connect tiles.

**Dead End Planks** - A plank that leads to an empty space remains as a dead end plank so long as the other end connects to a tile (either normal or Free). However, a plank may not connect two empty spaces. ***If your removal of a tile leaves unconnected planks between two empty spaces, pick up those loner planks and add them to your score pile for a bonus!***

### **Ending the Round (Attatat)**

The round will end if all planks have been played. There are also two ways to immediately end the round before the planks run out. Ending the round while players still have unplayed planks is called an Attatat. While we encourage you to announce “Attatat” if you make the move that ends the round this way, there is no penalty if you choose not to.

### **Claim Your Last Path**

If you have only two cards left in your hand and you claim a path between those last two tiles, the round ends immediately. Choose which of the two tiles to remove, and ***collect all planks connected to the tile you remove. These***

**extra planks are your Attatat bonus.**

### **Fault Line**

In order for the round to continue, it must be possible to build a legal path between any and all of the original color & symbol tiles still in play. Sometimes removing a tile isolates one or more tiles so that they can no longer connect to all remaining tiles. When one or more tiles can no longer connect to the rest of the matrix, this is a fault line. A fault line immediately ends that round. If you create a fault line to end the round, **claim all planks connected to the tile you remove for your Attatat bonus.**

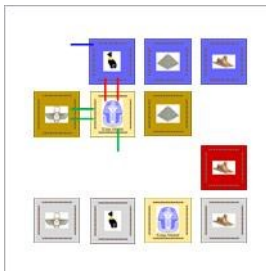
### **Exhaust Plank Supply**

If all players run out of planks, the round ends. Nobody collects an Attatat bonus when the round ends this way. Since all players begin with the same number of planks (24), all will have an equal number of turns before the planks run out.

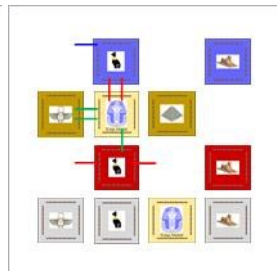
### **Examples of Fault Lines**



**Example 1** - All tiles remain playable. The King Attatat tiles have been placed in such a way that all other tiles remain reachable.



**Example 2** - Attatat! Once the red cat tile is removed from Example 1, a fault separates the bottom from the top of the board. It is no longer possible to build paths between all the color & symbol tiles.



**Example 3** - Attatat! The removal of the blue pyramid from Example 1 isolates the top right corner from the rest of the playing area. This is known as “lopping the corner”.

### **Scoring and Winning the Game**

At the end of the round, score one point for each plank you collected, plus one point for each color of plank you collected. For example, if you collected 8 red planks and no other colors, you score 9 points for that round (8 planks + 1 color). If you collected 4 red, 1 green, and 2 yellow planks, you earn 10 points for that round (7 planks + 3 colors).

Record the score for that round on your paper. Reset the playing area for the next round. Remove the Free tiles and rebuild the starting matrix. Return all planks to the original owner. Reshuffle and deal the cards. The player to the left of whoever went first during the last round plays first the next round.

After the last round has ended, total the scores for all rounds. Whoever has the most points wins. In the event of a tie, use the scores from the individual rounds as the tiebreaker.

Whichever player earned the most points during any one individual round wins the tiebreaker.

### ***A Note About Empty Spaces***

You may create empty spaces either by simply flipping the tile over, or by completely removing the tile from the matrix. Which you choose to do is simply a matter of personal preference.



## Variations - Easier Game

There are lots of different ways to play Attatat. You are encouraged to find the way that works best for your family or game-playing circle. This first set of variations will make the game easier.

### **Triple Plank**

Create links by laying a trio of 3 planks between adjacent tiles (rather than the standard pair of 2 planks). This variation keeps possible paths available longer before they disappear. It also leads to larger loner plank and Attatat bonuses.

### **Number of Cards**

For an easier game, decrease the number of cards per player.

### **Reveal Undealt Cards**

For an easier game, reveal any undealt cards. This allows all players to plan on those tiles to remain in play throughout the round.

### **Free Tiles**

For an easier game, use more Free tiles.

## Variations- More Challenging Game

There are lots of different ways to play Attatat. You are encouraged to find the way that works best for your family or game-playing circle. This second set of variations will make for a more challenging game.

### **Number of Cards**

For a more challenging game, increase the number of cards per player.

### **Free Tiles**

For a more challenging game, use fewer Free tiles.

Warning: Include at least two Free Tiles in a 3 or 4-player

game, and at least 3 Free Tiles in a 5-player game . Otherwise it becomes possible to “lop the corner” (remove the two tiles horizontal and vertical to a corner tile, creating a fault line that isolates the corner tile), and end the round in before the last player gets to make their first move.

### Random Matrix

This is one of the more challenging options. Do arrange the tiles by colors and symbols. Instead, turn the tiles upside down, arrange the matrix, and then flip the tiles in place to reveal. Repeat for every new round. While gameplay is otherwise unchanged, it requires some extra brain power to keep track of where your tiles are located when planning your paths.

### Either-Or

This option is a significant variation to what you may do during your turn. Unlike the standard game, on your turn you may either 1) Link two adjacent tiles, **or** 2) Claim a path and Remove a tile, **but not both!** Once you complete a path, you must wait until your next turn to claim it (and hope your opponents don't pull it up first).

### Play testers (or at least some of them)

Chuck, Donna Sue, Alexander, Coleman, Logan, Dustin, Abby, Phil, Christina, Eli, Steve, Sarah, Garrett, Gabe, Luke, TC, Brad, Ed, Jeff, Will, Chris, Marcus, Deena, Dave, Angie, Angela, Steve, Dennis, John, Chris, Lisa, Scott, Thomas, Dan, Austin, Suzanne, Chris, Jill, Matt, Terry, Barbara, Beccah, Elaine, Jeff, Dan, Scott, Ted, Tom, Darrell, Eric, John, Chris, Caleb, Josh, Josh, Duane, Dave, Tania, Michael, Becca, Tierna, Christina, Andrew, and Thomas

Attatat was play tested during the following events:

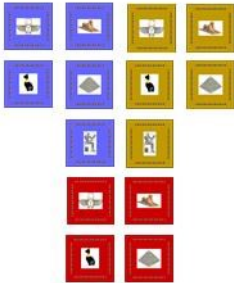
- Unpub Mini, Labyrinth Games, Washington DC, May 2012
- Unpub Mini, Games & Stuff, Glen Burnie MD, October 2012
- That Game Convention, Harrisburg PA, November 2012
- Unpub3, Dover DE, January 2013
- Congress of Gamers, October 2013
- Unpub 4, Dover DE, January 2014



## Variant Boards

The Attatat playing area does not have to be a square or rectangular matrix. Attatat plays well with a variety of layouts. Here are a few ideas, feel free to invent your own tile layout. The only recommendation in creating your own layout is that every tile should begin adjacent to at least two other tiles. A tile that begins adjacent to only one other tile makes it too easy to create a fault line.

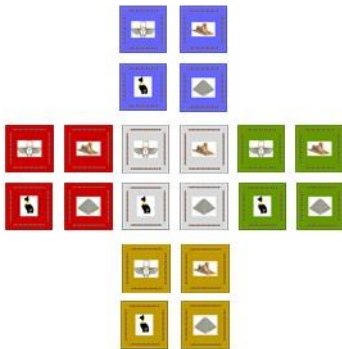
Have fun! Make Attatat **your game** that you play **your way**.



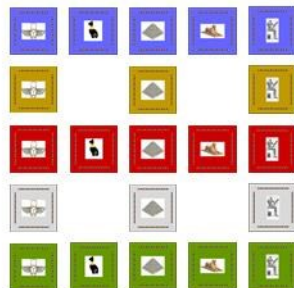
2 players, 6 cards each, 3 Free Tiles



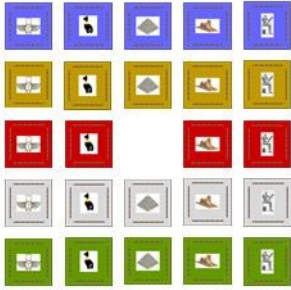
3 players, 6 cards each, 4 Free Tiles



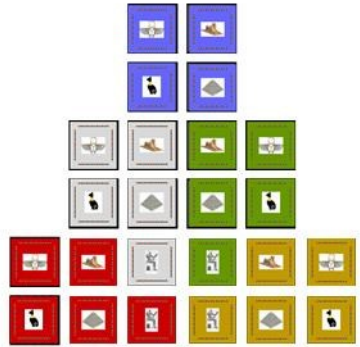
3 players, 6 cards each, 4 Free Tiles



3-4 players, 5 cards each, 4 Free Tiles



4 players: 6 cards each, 4 Free Tiles  
 5 players: 4 cards each, 5 Free Tiles



4 players: 6 cards each, 4 Free Tiles  
 5 players: 4 cards each, 5 Free Tiles

Visit our website at [www.hoopcatgames.com](http://www.hoopcatgames.com)  
 for the most recent information on Attatat



*Our name goes on them,  
 our heart goes in them*

© 2013 HoopCAT Games, New Freedom PA