

The RULES of TANTRA

Simplified Rules of the 3- to 9-Player Card Game

(3 or 4 players recommended)

Main features:

- Every Round is different as specified on the Display Card. The sets required to Go Out change. The Wild card changes. Some other 'rules' may also change.
- You can Buy cards when it is not your turn.
- You may have identical pairs of cards in runs.
- If you are the first player to Lay Down and Go Out in the same turn you get the highest score. This is known as a "Grand Slam".

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The Aim	To form specified sets of cards and Go Out by tabling all the cards in your hand. To accumulate the most points after the nominated number of Rounds.
The Game	Either choose a time limit or a fixed number of Rounds to complete a game.
The Packs	A pack of 44 Display Cards. A Wild Card pack. 2, 3 or 4 packs of playing cards. For 3 – 5 players use 2 packs, 6 – 7 players use 3 packs and 8 – 9 players use 4 packs.
Wild Cards	Wild Cards can take the place of any other card. They cannot be used if the Display Card shows "No Wild Cards". The nominated Wild Card for the Round is drawn from the Wild Card pack. (See The Draw below.) Jokers are also 'wild'. They cannot be used if the Display Card shows "No Jokers". However they can be used if the Display Card shows "No Wild Cards".
The Sets	There are two types of sets of cards: <ol style="list-style-type: none"> 1. A "Kind" = a group of cards of the <u>same value</u>. Usually called, for example, "3 of a kind", etc. e.g. 3 Queens. The cards do not have to be the same suit. 2. A "Run" = a sequence of cards of the <u>same suit</u>. e.g. 2, 3 4, 5 & 6 of Hearts. <p>The number of cards in a set is specified on the Display Card.</p> <p>Aces may be 'low' or 'high' in a Run. e.g. Ace, 2, 3 or Jack, Queen, King, Ace.</p>
The Piles	One Pick-up Pile (cards face down) and one Discard Pile (cards face up) of playing cards are formed after the Deal. If the Pick-up Pile is exhausted during play, the Discard Pile is turned over without shuffling to form a new Pick-up Pile. The last card discarded forms the new Discard Pile. One Display Card pile and one Wild Card pile, both with cards facing down. Shuffle the Display Card and the Wild Card packs and place them face down on the table. (These 2 piles are not shuffled again.) The top cards from these 2 piles are drawn to begin the Round.
The Deal	Shuffle the playing cards and deal 11 cards each . After the Deal, the remaining cards form the Pick-up Pile. The top card of the Pick-up Pile is turned face-up and placed next to it to form the Discard Pile.
The Draw	To begin the Round, draw the top card from the Display Card pile and place it face up on the table. If this card does not show "No Wild Cards", draw the top card from the Wild Card pile and place it face up on the table. The Display Card specifies the set requirements and rules for the Round. If used, the Wild Card indicates which cards are Wild Cards for the Round. At the end of the Round these 2 cards are placed underneath their piles. The 2 piles are not reshuffled. <u>Important:</u> Make a note of the total number of cards required to form the specified sets.

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The Play	<p>The player on the left of the dealer starts play. Select a card from the Pick-up Pile or the top card of the Discard Pile. (You must always take one or other of these cards to begin your turn, including when Going Out.) Begin to form the specified sets of cards in your hand and discard one card to complete your turn. (You must always discard, including when Going Out.)</p> <p>You may need to Buy cards to have enough to form the specified sets. (See The Draw, above.)</p> <p>If the Display Card specifies “No Jokers” it is a good idea to discard any you have or pick-up.</p> <p>If the player on your left has only one card left in the hand, be careful not to discard a card that can be Laid Off as this will allow that player to Go Out.</p> <p>If you have the specified sets in your hand you may Lay Down your sets and Lay Off your remaining cards, then discard to Go Out. (See Laying Down, Laying Off and Going Out, below.) If you Lay Down your sets and Go Out in the same turn you receive a higher score.</p>
Identical Cards in Runs	<p>Only when specified on the Display Card, pairs of identical cards (of the same suit) may be used in a run where one card of the pair replaces a missing card. The identical cards must be adjacent to each other in the run. e.g. 6, 7, 7, 9 or 6, 7, 9, 9 replaces 6, 7, 8, 9 when an 8 is missing. Several identical pairs may be used in the one run.</p> <p>Identical cards are not allowed at the start or end of a run. e.g. 6, 6, 7, 8 or 5, 6, 7, 7 are not allowed to replace 5, 6, 7, 8. However 5, 5, 7, 8 or 5, 6, 8, 8 are OK.</p> <p>Jokers and Wild Cards cannot be used to form identical pairs.</p>
Buying	<p>Buying is taking the top card from the Discard Pile out of turn. If you want the top card of the Discard Pile but it is not your turn, you may ask to “Buy” it. You must do this immediately it is placed on the Discard pile. When buying a card you also must take a ‘penalty’ card from the top of the Pick-up Pile.</p> <p>The player whose turn it is has 3 choices when someone asks to buy a card.</p> <ol style="list-style-type: none"> 1. Say “No” and take the card to start your turn. 2. Say “Yes” and look at the top card of the Pick-up Pile. If you don’t want this card, hand it to the buyer as their ‘penalty’ card. Pick up the next card of the Pick-up Pile to start your turn. 3. Say “Yes” and look at the top card of the Pick-up Pile. If you want this card, keep it (to start your turn) and hand the buyer the next card from the Pick-up Pile as their ‘penalty’ card. <p>If more than one player wants to buy a card, the one nearest the left of the player whose turn it is, has priority. You may buy your own discard but you have the lowest priority.</p> <p>You are limited to 3 Buys per Round – maximum cards in your hand = 17. If the Display Card specifies “19 Cards Allowed”, then you may Buy 4 times – maximum cards in your hand = 19. Buying is not allowed when the Display Card specifies “No Buying”.</p> <p>Once you have “Laid Down” your cards you cannot buy anymore.</p>
Laying Down	Placing the specified sets face up on the table in the specified order.
Laying Off	Once you have “Laid Down” your sets, you may place any remaining cards in your hand on any tabled sets, including your own. The cards must ‘match’ the tabled sets by continuing the Run or Kind. You cannot table any more new sets. You may Lay Off in the same turn as Laying Down or in subsequent turns.
Going Out	When it is your turn, you may “Lay Down” and “Lay Off” all your remaining cards, if you have any, then discard the last card in your hand to Go Out. If you are the first player to “Lay Down” your sets, “Lay Off” any remaining cards and Go Out in the same turn you have achieved the “Grand Slam” and receive the highest score.
Scoring	<p>Only the player who Goes Out scores plus points. The Cards Points of cards held in the hands of the other players count minus points. Tabled cards are not counted.</p> <p><u>Going Out scores:</u></p> <ul style="list-style-type: none"> • Laying Down in one turn and Going Out in another turn = 50 points. • Laying Down and Going Out in one turn and other players have also Laid Down cards = 100 points. • Laying Down and Going Out in one turn and you are the only player with Laid Down cards = 300 points. This is known as the “Grand Slam”.
Card Points	Cards 2 – 7 = 5 points, 8 – Ace = 10 points, Jokers = 25 points and Wild Cards = 100 points.
The Winner	The player with the highest score at the end of the game is the winner.

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Variations

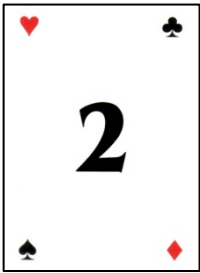
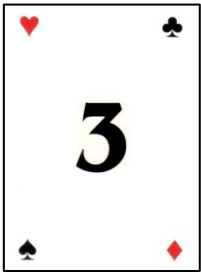


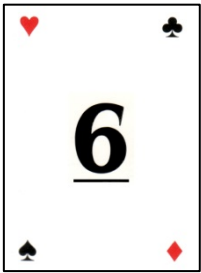

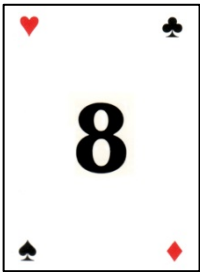
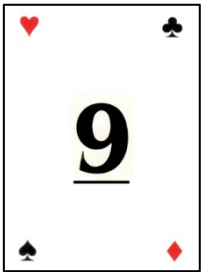

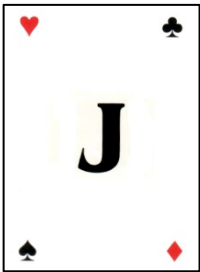

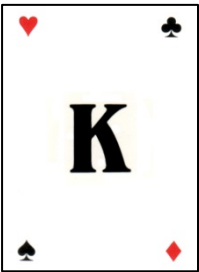
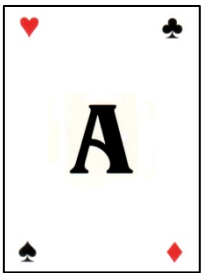
1. Use the original game scoring system. i.e. The Going Out scores are 20, 100 and 500 instead of 50, 100 and 300 and are all negative. All Card Points are positive. (Cards 2 – 6 = 5 points, 7 – Ace = 10 points.) The player with the lowest score wins.
2. Use Card Points similar to Canasta. i.e. 2 – 7 = 5 points, 8 – King = 10 points, Ace = 20 points, Joker = 50 points, Wild Card = 100 points.
3. Use face value Card Points for 2 – 10, Jack = 11, Queen = 12, King = 13, Ace = 15, Joker = 25 and Wild Cards = 100 points.
4. Do not shuffle the Display Cards, but use them in number order. Start at the next Display Card for the next game.

*Reference: "The Game of Tantra" by W.J.Woolcock, Tantra International, Glenhuntly, Victoria, Australia.
First published in 1988. Revised in 1991.*

DISPLAY CARDS

<p>5 5 RUNS ♠ 1</p>	<p>3 3 4 KIND KIND RUN NO BUYING NO JOKERS ♠ 2</p>	<p>3 3 3 3 OF A KIND ♠ 3</p>	<p>3 4 5 RUNS NO WILD CARDS IDENTICAL CARDS IN RUNS ♠ 4</p>	<p>5 5 4 KIND KIND RUN ♠ 5</p>
<p>4 4 OF A KIND NO BUYING NO JOKERS NO WILD CARDS ♠ 6</p>	<p>3 3 3 3 3 KIND KIND RUN RUN RUN 19 CARDS ALLOWED ♠ 7</p>	<p>4 4 4 4 RUNS 19 CARDS ALLOWED ♠ 8</p>	<p>5 4 4 KIND RUN RUN NO WILD CARDS IDENTICAL CARDS IN RUNS ♠ 9</p>	<p>4 4 4 OF A KIND ♠ 10</p>
<p>2 3 4 RUNS NO BUYING NO JOKERS ♠ 11</p>	<p>4 4 3 KIND KIND RUN ♠ 12</p>	<p>6 6 OF A KIND ♠ 13</p>	<p>3 3 3 3 KIND KIND RUN RUN NO WILD CARDS ♠ 14</p>	<p>4 4 4 RUNS ♠ 15</p>
<p>4 3 3 KIND RUN RUN NO BUYING NO JOKERS ♠ 16</p>	<p>3 3 3 3 3 OF A KIND 19 CARDS ALLOWED ♠ 17</p>	<p>2 3 4 5 RUNS NO WILD CARDS ♠ 18</p>	<p>3 3 3 4 KIND KIND KIND RUN ♠ 19</p>	<p>5 5 5 OF A KIND 19 CARDS ALLOWED ♠ 20</p>
<p>4 4 RUNS NO BUYING NO JOKERS NO WILD CARDS IDENTICAL CARDS IN RUNS ♠ 21</p>	<p>4 4 4 4 KIND KIND RUN RUN 19 CARDS ALLOWED ♠ 22</p>	<p>3 4 5 OF A KIND NO WILD CARDS ♠ 23</p>	<p>4 4 5 KIND KIND RUN ♠ 24</p>	<p>4 5 6 RUNS NO WILD CARDS IDENTICAL CARDS IN RUNS 19 CARDS ALLOWED ♠ 25</p>
<p>5 5 KIND RUN ♠ 26</p>	<p>2 3 4 OF A KIND NO BUYING NO JOKERS ♠ 27</p>	<p>3 3 3 3 3 KIND KIND KIND RUN RUN 19 CARDS ALLOWED ♠ 28</p>	<p>6 6 RUNS ♠ 29</p>	<p>4 5 5 KIND RUN RUN NO WILD CARDS IDENTICAL CARDS IN RUNS ♠ 30</p>
<p>4 5 6 OF A KIND 19 CARDS ALLOWED ♠ 31</p>	<p>3 3 3 RUNS NO BUYING NO JOKERS ♠ 32</p>	<p>3 3 4 4 KIND KIND RUN RUN ♠ 33</p>	<p>5 5 OF A KIND ♠ 34</p>	<p>4 4 KIND RUN NO BUYING NO JOKERS NO WILD CARDS IDENTICAL CARDS IN RUNS ♠ 35</p>
<p>3 3 3 3 RUNS ♠ 36</p>	<p>3 4 4 KIND RUN RUN ♠ 37</p>	<p>4 4 4 4 OF A KIND 19 CARDS ALLOWED ♠ 38</p>	<p>5 5 5 RUNS NO WILD CARDS IDENTICAL CARDS IN RUNS 19 CARDS ALLOWED ♠ 39</p>	<p>6 6 KIND RUN ♠ 40</p>
<p>3 3 3 OF A KIND NO BUYING NO JOKERS ♠ 41</p>	<p>3 3 3 3 3 RUNS 19 CARDS ALLOWED ♠ 42</p>	<p>3 4 4 4 KIND RUN RUN RUN 19 CARDS ALLOWED ♠ 43</p>	<p>2 3 4 5 OF A KIND NO WILD CARDS ♠ 44</p>	Empty card

WILD CARDS

 <p>2</p>	 <p>3</p>	 <p>4</p>
 <p>5</p>	 <p><u>6</u></p>	 <p>7</p>
 <p>8</p>	 <p><u>9</u></p>	 <p>10</p>
 <p>J</p>	 <p>Q</p>	 <p>K</p>
 <p>A</p>		