

# Tri-ominos®

For 2 to 6 players  
Ages 8 to adult

**OBJECT:** Get as many points as possible by joining matching Tri-ominos.

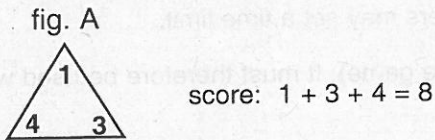
**CONTENTS:** 56 Tri-omino tiles, 4 racks, instructions

**PREPARATION:** All Tri-ominos are put face down on the table and thoroughly mixed. This is the pile. After that the players take their Tri-ominos from the pile as follows: for 2 players: 9 Tri-ominos each; 3 to 4 players: 7 Tri-ominos each, 5 to 6 players: 6 each.

Players place the tiles with the numbers facing them. Do not let the other players see your tiles.

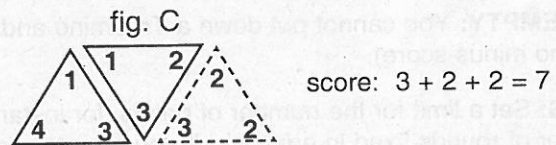
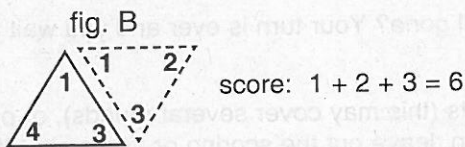
**WHO BEGINS:** Each player takes a tile from the pile. The player with the Tri-omino of the highest total value begins. These Tri-ominos go back into the pile (if Tri-ominos of equal value are drawn the process must be repeated). The player who begins puts any Tri-omino on the table and scores the value of that Tri-omino (see fig. A). His turn is then over. The next player to the left now goes.

**Example:**

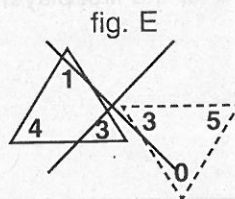
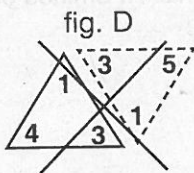


**CONTINUATION OF THE GAME:** Each subsequent player tries to put down one of his Tri-ominos by joining on a matching tile when it is his turn (see fig. B and C). Joining on as in figure D and E is not allowed. The Tri-ominos may be joined on to all the sides of all the Tri-ominos that are already on the table (only one Tri-omino per turn).

**Example:**

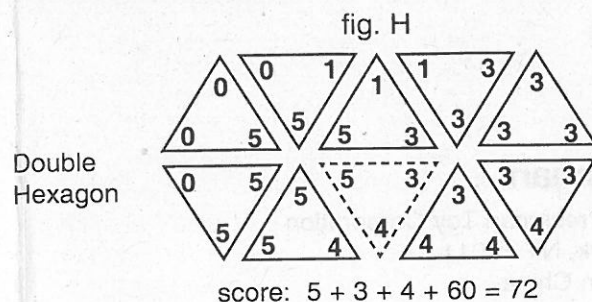
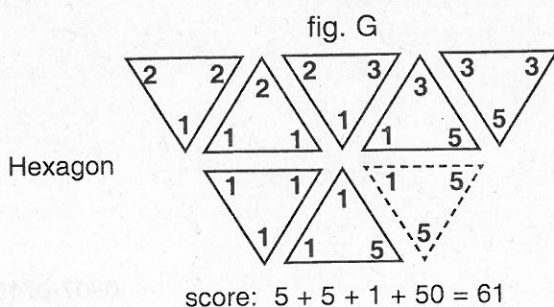
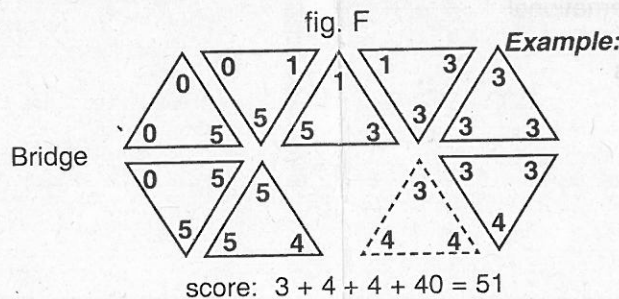


**Incorrect:**



**SCORING:** Have you joined a matching Tri-omino? Write down your score—the total value of the Tri-omino you put down.

**EXTRA SCORE:** For a bridge: 40 points extra (see fig. F); for a hexagon: 50 points extra (see fig. G); for a double hexagon: 60 points (see fig. H). In this last case you would earn a total of the value of the Tri-omino and 60 extra points for the double hexagon.



**YOU HAVE NOT PUT DOWN A TRI-OMINO?** If you cannot or do not want to put down a matching Tri-omino, you MUST 'buy' a Tri-omino. You may then play this 'bought' tile in the same turn. You may do this a maximum of three times per turn. For every 'bought' Tri-omino you must subtract 5 points from your score. If you 'bought' 3 tiles and have still not been able to put down a matching Tri-omino, you pass and end your turn. In this case an extra 10 points have to be subtracted from your score—25 points in total. The next player goes.

**END OF PLAY:** If a player has put down his last Tri-omino, this is the "bell" for the end of the last round. This player scores a bonus of 25 points for this, plus the total of the Tri-ominos that the other players still have in their possession. The losers of this round do not get a minus score for the Tri-ominos they still have in their possession when the round ends. This round of the game is then over.

**ATTENTION:** If this happens in the middle of a round, then this round has to be played out, so that all the players have been able to play an equal number of turns!

**THE WINNER:** The player with the highest number of points is the winner.

**NEW ROUND OF THE GAME:** All Tri-ominos are again put face down on the table and thoroughly mixed and a new round begins.

**TIME LIMIT:** In order to make the game play move quickly, players may set a time limit.

**STRATEGY:** Every Tri-omino is unique (it occurs only once in the game). It must therefore be used wisely: to gain an extra score, or one that you can match on your next turn!

**GAME BLOCKED?** If none of the players can match, the game is blocked and ended. The winner of the round is the player with the lowest total value on the Tri-ominos still in his possession. These points are subtracted from his score, whereas the total of the other players is added to his score in this case. There is no bonus. The losers of this round do not get minus points. The next round of the game can begin.

**PILE EMPTY:** You cannot put down a Tri-omino and the pile is all gone? Your turn is over and you wait for the next turn (no minus score).

**HINTS:** Set a limit for the number of points, for instance 400 points (this may cover several rounds), or play a set number of rounds fixed in advance. If you are playing with children, leave out the scoring or use a simplified scoring system: 1 point per tile put down, 1 point extra for a bridge, 1 point extra for a hexagon, 2 points extra for two hexagons, 3 points extra for 3 hexagons and 5 points extra for the first player to pull all his Tri-ominos on the table (no minus points).

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