

THE ORIGINAL Triominos® ORIGINAL

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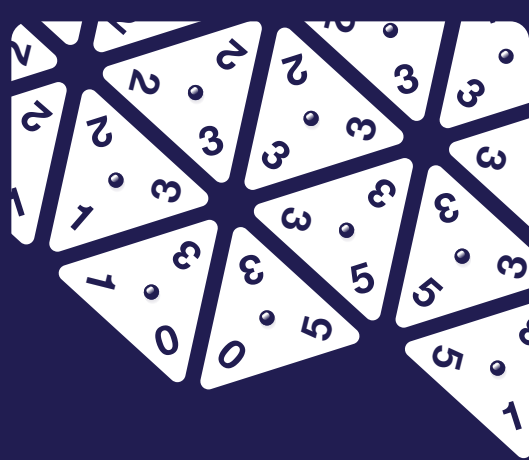
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THE ORIGINAL Triominos® ORIGINAL

AGE 6+
2-4 PLAYERS



Fig. A-B-C

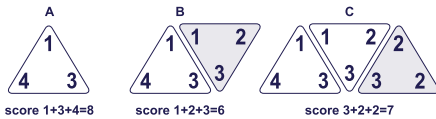


Fig. D-E

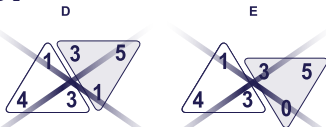


Fig. F

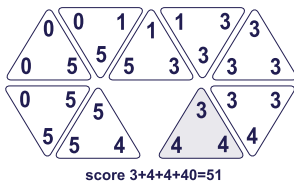


Fig. G

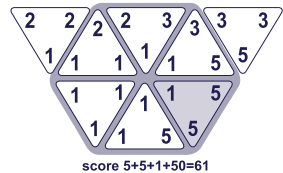


Fig. H

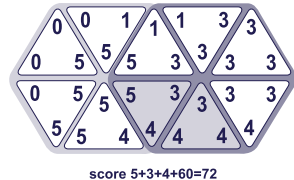
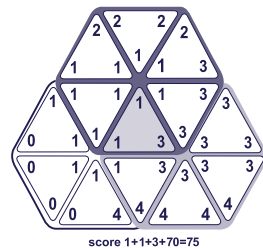


Fig. I



INSTRUCTIONS

CONTENTS

- 56 Triominos, 4 Racks.

OBJECT OF THE GAME

To get as many points as possible by strategically placing and matching Triominos.

SET UP

Place all Triominos face down on the table and shuffle them.

- For a 2 player game, each player draws 9 Triominos and places them on their rack.
- For a 3 or 4 player game, each player draws 7 Triominos and places them on their rack.

The tiles left constitute the spares for use during the game.

To decide who goes first, each player draws a Triomino from the spare pile. The player with the highest score when adding the values of their tile begins (in case of equal scores, draw again). These Triominos are then placed back on the table.

PLAYING THE GAME

To start the game, the first player chooses one of their Triominos and places it on the table (see fig. A). They score the sum of the values shown on the tile played. Their turn is then over and the game proceeds clockwise.

During the next turn, the player must play a Triomino next to one already placed. This move is only valid when both tiles have a matching side; which means that the numbers in **the two corners must match** (see fig. B and C). Figure D and E show incorrect moves.

Only one Triomino can be played per turn. Any new tile played will have to comply with the matching rules; **all** corners must match.

SCORING AND BONUS

The score is calculated by adding the three numbers on the Triomino which has just been placed (see examples).

On top of the value of the tile, players will get extra points if they make certain shapes:

- **40** extra points for a **BRIDGE** (fig. F). To form a bridge, each side of the Triomino must be blank and the opposite corner must match.
 - **50** extra points for a **HEXAGON** (fig. G).
-
- **60** extra points for a **DOUBLE HEXAGON** (fig. H).
 - **70** extra points for a **TRIPLE HEXAGON** (fig. I).

DRAWING A TRIOMINO

If a player cannot (or does not want to) play a Triomino, they must draw a new tile and immediately try to place it. If they still cannot play, they draw a second tile and **try to place** it. If they fail again, the player draws a third and final tile and **attempts to place it one last time**. For each tile a player has to draw, 5 points are deducted from their overall score. If the player picked 3 tiles and was still unable to play, they lose 10 more points; so, a total of 25 points (5+5+5+10 penalty).

Their turn is then over and the next player proceeds.

END OF THE GAME

When a player places their **last Triomino**, they score a **bonus of 25 points**, plus the total of all the points remaining on their opponents' racks.

THE WINNER

The player with the highest score is the winner.

NOTES

- If a player has to draw and **there are no tiles left**, they skip their turn and their score remains unchanged.
- If **none of the players can play**, the game ends. Players count the points remaining on their own rack and subtract that total from their score.
- Each tile is unique, which helps players to build a strategy during the game. Don't forget to anticipate your next move by creating playable spaces.

OFFICIAL RULES

Triominos is often played in a casual way. Playing a single game, without keeping track of the score.

But for a more competitive game, there are official tournament rules. The game is played with a 400 points limit. Usually, this requires players to accumulate points over 2 or 3 rounds. When a player exceeds 400 points, that round will be the last. Once the final round is over, the player with the highest overall score wins.