



TRIOMINOS

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Be the first player to score 400 points.
Each game consists of several rounds.
Players must play in turn clockwise order.
Can play 2 to 4 players, all ages.

CONTENTS: 56 wooden TRIOMINOS pieces.

SET UP: Place the Triominos face down and mix them. One of the players will be the scorekeeper and will write the name of each player down on a piece of paper. As each play is made, the scorekeeper will add or subtract points in the proper column. Each player takes the required number of Triominos as follows:

2 players 9 each

3 to 4 players 7 each

Players place the tokens on the table facing them to avoid other players see your tokens' numbers.

PLAYING: The player that has the Triomino with three of the same highest numbers starts the round by placing the Triomino face up on the table. Three 5s is the highest, then three 4s, etc. The starting player receives the total of the three numbers on the Triomino plus a 10-point bonus. If three 0s start, there is a 30-point bonus, plus the normal 10-point bonus.

Examples:



$$5 \times 3 = 15 + 10 = 25 \text{ Points}$$



$$4 \times 3 = 12 + 10 = 22 \text{ Points}$$

The player that has the starting Triomino and the three 0s has the option of playing either one. If this player chooses to start with the three 0s to score the additional bonus points, he must show the other players the Triomino with the same highest number on it. If no player has a Triomino with three of the same number on it, the player with the highest total on one Triomino starts. This player scores the total of the numbers on that Triomino, but does not score any bonus points.

Example:



$$2 + 4 + 5 = 11 \text{ Points}$$

The next player tries to match any two numbers on the starting player's Triomino with one of his Triominos. If the player can do this, he scores the total of the three numbers on his Triomino.

Examples:



$$2 + 4 + 4 = 10 \text{ Points}$$



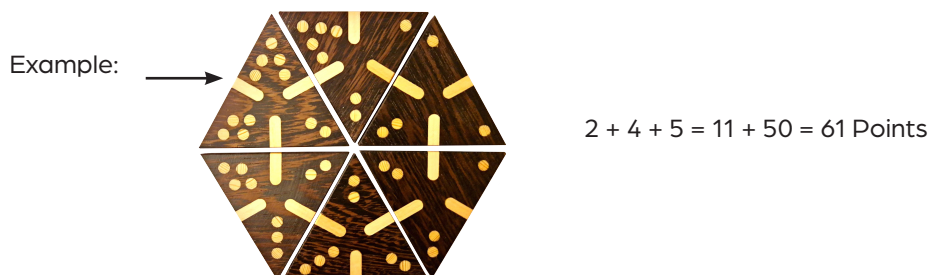
$$1 + 5 + 5 = 11 \text{ Points}$$

PICKING FROM THE "WELL": If you can't make a match, pick from the "well" (remaining Triominos that are face down). Keep these Triominos separate from the other Triominos in your hand until you pick a match. For each Triomino picked from the well, the scorekeeper deducts 5 points from your score. After the deduction is made, the scorekeeper adds the total sum of points from the matching Triomino to your score. If you can't match any Triomino in your hand and there are none in the well, ten points are deducted from your score and play continues.

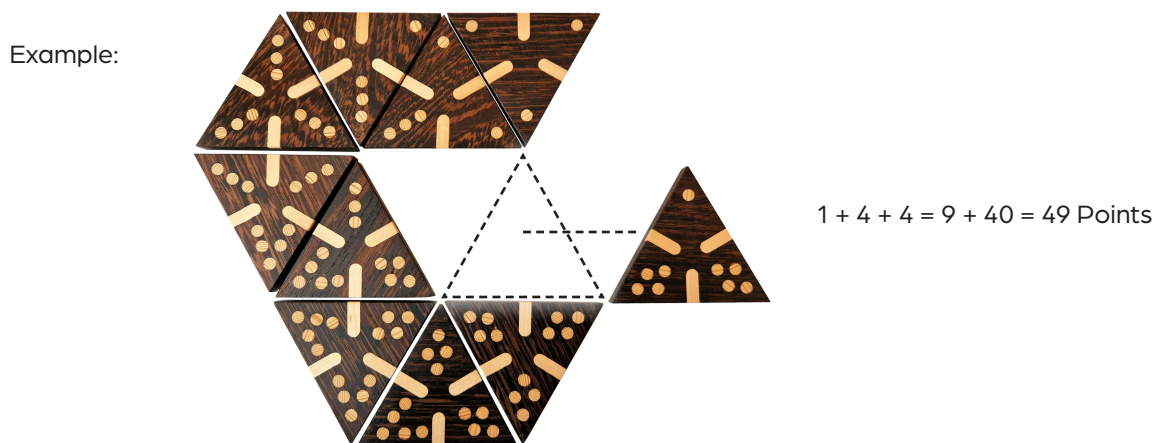
WINNING A ROUND: The first player to play all of his Triominos wins the round and receives a 25-point bonus plus the total points of all Triominos left in the other players' hands. The other players do not deduct these points from their score. If all players have passed, the game is blocked and the player with the least amount of Triominos wins the round. All points from the other players' hands are added to this players' score, but there are no bonus points. This player must also deduct the total number of points that were left in his hand from his score. To begin a new round, turn all the Triominos face down, mix them and each player picks new ones. Every round is played the same way as the first, beginning with the player who now has the Triomino with the same highest number on it.

WINNING: The first player to reach 400 points wins the game. If a player reaches 400 points in the middle of a round, continue playing until the round is over. If more than one player passes 400 points during the round, the winner of that round wins the game.

BONUS SCORING: If a player matches all three numbers of a Triomino and forms a closed hexagon, add the sum of the three numbers plus a 50-point bonus to his score.



If a player matches a Triomino and forms a bridge, add the sum of the three numbers plus a 40-point bonus to his score. A bridge is formed by matching one side of a Triomino and the point opposite.



After a bridge has been formed and a player matches two sides of a Triomino, he receives the sum of the three numbers plus a 40-point bonus.

