

# Tri-Ominos<sup>®</sup> Rules

For 2 to 6 players  
Ages 7 to adult

**OBJECT:** Be the first player to score 400 points. Each game consists of several rounds.

**CONTENTS:** 56 Tri-Omino tiles

**SET UP:** Place the Tri-Ominos face down and mix them. On a piece of paper, write down the name of each player. As each play is made, the scorekeeper will add or subtract points in the proper column. Each player takes the required number of Tri-Ominos as follows:

2 players	9 each
3 to 4 players	7 each
5 to 6 players	6 each

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

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

**Example:**

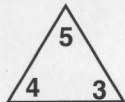


$$4 \times 3 = 12 + 10 = 22 \text{ points}$$

The player that has the starting Tri-Omino 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 Tri-Omino with the same highest number on it.

If no player has a Tri-Omino with three of the same number on it, the player with the highest total on one Tri-Omino starts. This player scores the total of the numbers on that Tri-Omino, but does not score any bonus points.

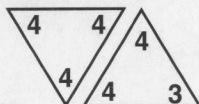
**Example:**



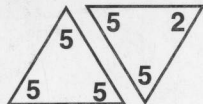
$$5 + 4 + 3 = 12 \text{ points}$$

In clockwise order, the next player tries to match any two numbers on the starting player's Tri-Omino with one of his Tri-Ominos. If the player can do this, he scores the total of the three numbers on his Tri-Omino.

**Examples:**



$$3 + 4 + 4 = 11 \text{ points}$$



$$5 + 5 + 2 = 12 \text{ points}$$

**PICKING FROM THE "WELL":** If you can't make a match, pick from the "well" (remaining Tri-Ominos that are face down). Keep these Tri-Ominos separate from the other Tri-Ominos in your hand until you pick a match. For each Tri-Omino 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 Tri-Omino to your score.

If you can't match any Tri-Omino 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 Tri-Ominos wins the round and receives a 25 point bonus plus the total points of all Tri-Ominos 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 Tri-Ominos 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.