

Dressman Game of Tri-Ominos


1. To keep score write the initial or name of each player. As each play is made the scorekeeper will add or subtract points in the proper column. Game is 400 points, and consists of several rounds.

2. Turn all Tri-Ominos face down and mix. Each player selects the required number as follows:

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


Stand Tri-Ominos up – numbers facing each player.

3. The player having the Tri-Ominos with three of the same highest numbers starts the round by playing the Tri-Ominos face up on the playing surface. Three 5s is highest, then three 4s, then three 3s, etc. The player that starts the game receives the total of the three numbers on the Tri-Ominos plus a bonus of 10 points for starting. If three 0s start, there is an extra bonus of 30 points plus the normal bonus of 10 points.

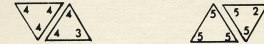
Example:  $4 \times 3 = 12 + 10 = 22$ points

4. Player possessing starting Tri-Ominos and the triple zero in his hand has the option of playing either one. Collecting his proper bonus (Rule 3). Show proof of starting Tri-Ominos if triple 0s is played.

5. If no player has a Tri-Omino; with three of the same numbers, then the player with the highest total on one Tri-Omino starts. As such he receives the total of the three numbers on the Tri-Omino as his starting score, but no bonus point.

Example:  $5 + 4 + 3 = 12$ points

6. In clockwise order the next player tries to match any two numbers on the starting player's Tri-Omino. If the next player can do this he receives the total of all three numbers on his Tri-Omino.

Example: 
 A) $3 + 4 + 4 = 11$ points B) $5 + 5 + 2 = 12$ points

7. If a player cannot make a match he must pick from the "well" (remaining Tri-Ominos face down) until a match can be made. For each Tri-Omino picked from the "well" deduct 5 points from individual score. To assure an accurate count of each 5 point penalty keep number of Tri-Ominos picked from "well" separate from those in your hand. Give total point penalty to scorekeeper.

8. If a player cannot match any Tri-Omino in his hand and there are none in the "well" the player will pass. Deduct 10 points from his score and next player goes and so on.

9. WINNING A ROUND

The first player to play all of his Tri-Ominos wins the round and receives 25 bonus points plus the total points of all Tri-Ominos left in the other player's hands. If all players have passed, the

Tri-Ominos

For 2 to 6 players

game is now blocked. The player having the lowest amount of points in his hand will be declared the winner of that round. He will add the total amount of points that each player has left in his hand to his score. No bonus points will be given, however, he must also deduct the total number of points in his hand from his score. Then begin another round.

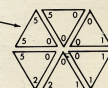
10. WINNING A GAME

When a player reaches 400 points the round being played is played to its conclusion. If more than one player passes 400 points during the round the winner of the round wins the game. (See No. 9 — Winning a Round)

11. BONUS SCORING

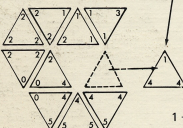
If a player matches all 3 numbers of a **Tri-Omino** and forms a closed hexagon, add the sum of the 3 numbers plus a bonus of 50 points to his score.

Example: A



$$0 + 5 + 5 = 10 + 50 \text{ (bonus)} = 60$$

If a player matches a **Tri-Omino** and forms a bridge, add the sum of the 3 numbers plus a bonus of 40 points. A bridge is formed by matching one (and only one) side of a **Tri-Omino** and the point opposite. (see ex. B)

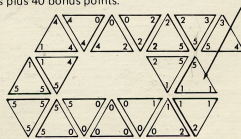


Example B

$$1 + 4 + 4 = 9 + 40 \text{ (bonus)} = 49$$

If a player matches 2 sides of a **Tri-Omino** (this can only be done after a bridge is formed), (see example C) he receives the sum of the 3 numbers plus 40 bonus points.

Example C



$$1 + 1 + 5 = 7 + 40 \text{ (bonus)} = 47$$

Note: The 1-2-5 **Tri-Omino** is a bridge.

That's really all there is to **Tri-Ominos**. The only suggestion we have to make is that if a player continually takes too long a time at his turn, then set a time limit of 30 seconds or a minute for each. Have fun!

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