

Summary of the rules

- 2 tiles side by side must total 15 or less
- 3 tiles side by side must total **EXACTLY** 15
- There must never be more than 3 tiles side by side
- A run (horizontal or vertical) of three tiles is called a Trio and scores a bonus of 15 points
- Placing all three tiles in one go is a Triolet and earns a further 50 point bonus
- Players must replenish their rack after their turn but never have more than 3 tiles on their rack
- **DOUBLE, TRIPLE** and **BIS** (extra go) squares add extra scoring opportunities
- For scoring examples see the attached 'Scoring Examples' sheet.
- A player can return **1,2, or 3** tiles to the bag and draw replacement ones in exchange for their turn but this is only permitted when there are more than five titles remaining in the bag
- The small number in the bottom right of each tile indicates how many of that numbered tile there are in the game. For example, there are nine **0** tiles and just one **15** tile

End of the game

When there are no more tiles left in the bag, the first player to empty their rack adds the total value of the tile or tiles on the other player's (or players') racks to their own score. This ends the game.

The winner

The player with the highest cumulative score when there are no tiles left in the cloth bag wins.

FOR HINTS AND TIPS FOR PLAYING TRIOLET VISIT:
www.triolet.co.uk or call 0870 446 1515.

If you like playing Triolet, you might enjoy another bestseller from France:

Katamino: one game, one puzzle, 36000 combinations



For more details

visit www.katamino.co.uk


or call us on 0870 446 1515

The Rules of *Triolet*[®]

Object of the game

To make the maximum number of points by taking turns to place one, two or three tiles crossword-style on the board. Each set of three tiles must add up to 15.

Contents of the box

- One board with 225 squares, including **DOUBLE, TRIPLE** and **BIS** bonus squares
- 81 tiles numbered from **0** to **15**
- 2 Joker tiles , 4 racks, and a cloth bag

Before starting the game

Mix the tiles in the cloth bag. Each player draws one tile - the highest number starts. Return these tiles to the bag and then each player draws three tiles from the bag and places these tiles on their rack.

How to play

Players place one, two or three tiles from their rack onto the board. Tiles may be placed horizontally or vertically but always touching at least one previously placed tile, as shown on the box lid.

Points are scored by adding up the total value of the tiles:

placing tile **2** next to tile **4**, on the board would be worth 6 points

placing tile **7** with tile **8** above tile **2**, would be worth 24 points

(8+7 across and 7+2 down).

The small number in the bottom right of each tile indicates how many of that numbered tile there are in the game. For example, there are nine **0** tiles and just one **15** tile.

Trios: when three tiles equal 15 this is called a Trio and scores a bonus of 15 points: For example, a **9**, added to a **2**, and **4**, on the board scores 15 plus a bonus of 15 to total 30 points.

Triolet: if a player's tiles on their rack add up to 15 and they place all three on the board in one go, this is called a **Triolet** and earns a further bonus of 50 points.

Beginning the game

The first move: the first player places one, two or three of their tiles onto the board, with one covering the centre yellow star. This counts as a **DOUBLE** square (see 'DOUBLE and TRIPLE Squares' below).

Thereafter: Players take turns to place tiles on the board. Note that players must not make a 2x2 square from the first four tiles or a 3X3 from the first nine tiles as this brings the game to a premature halt. After each move players replenish their rack with one, two or three tiles from the bag depending on how many they laid.

Special rules

DOUBLE and **TRIPLE** squares: When a tile is placed over a **DOUBLE** or **TRIPLE** square the value of that tile is doubled or tripled:

placing tile $\boxed{7}_4$ on a **DOUBLE** square becomes 14

placing tile $\boxed{13}_3$ on a **TRIPLE** square becomes 39

When a Trio crosses over a **DOUBLE** or **TRIPLE** square, the Trio is doubled or tripled:

placing tile $\boxed{7}_4$ alongside tiles $\boxed{8}_4$ & $\boxed{0}_9$ makes a Trio worth 30 points. If the $\boxed{7}_4$ is

placed over a **DOUBLE** square the player scores 60, on a **TRIPLE** square 90.

BIS: the player who places a tile over this square counts their score for that turn, then draws fresh tiles from the bag and has an extra go.

Jokers: these are the two tiles with the star on them. They can replace any tile but have no scoring value, except when making a **Trio** and can be used to form a **Triolet** but do not earn the 50 points bonus. Two jokers cannot be placed in one turn. Once the Joker is played it retains its nominal value, but has no scoring value.

First 5 rounds of a two player game:

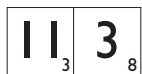


Figure 1
 $11 \text{ Double} + 3 = 25$
 Total 25 points

Figure 1: Player A has $\boxed{11}_3$, $\boxed{3}_8$ and $\boxed{2}_8$ on his rack. He places the $\boxed{11}_3$ tile over the central yellow star, which is a **DOUBLE** square and the $\boxed{3}_8$ tile alongside. This scores him 25 points, and he replenishes his rack with 2 tiles.

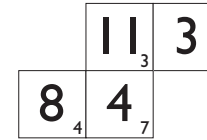


Figure 2
 $11 + 4 = 15$
 $8 + 4 = 12$
 Total 27 points

Figure 2: Player B has $\boxed{8}_4$, $\boxed{4}_7$ and $\boxed{7}_4$ on her rack. She plays the $\boxed{4}_7$ beneath the $\boxed{11}_3$ and the $\boxed{8}_4$ alongside the $\boxed{4}_7$, scoring 27 points (you are not allowed to make a 2X2 square with the first 4 tiles laid)

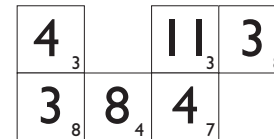


Figure 3
 Trio 3-8-4 = 30
 $4 + 3 = 7$
 Total 37 points

Figure 3: Player A places his $\boxed{3}_8$ alongside the $\boxed{8}_4$ and $\boxed{4}_7$ on the board, and a $\boxed{4}_7$ above the $\boxed{3}_8$ scoring 37 points.

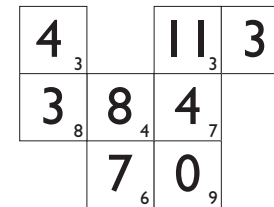


Figure 4
 Trio 11-4-0 = 30
 $8 + 7 = 15$
 $7 + 0 = 7$
 Total 52 points

Figure 4. Player B plays a $\boxed{7}_4$ and $\boxed{0}_9$ under the $\boxed{8}_4$ and $\boxed{4}_7$, creating a Trio and scoring horizontally and vertically with the $\boxed{7}_4$ tile. A total of 52 points.

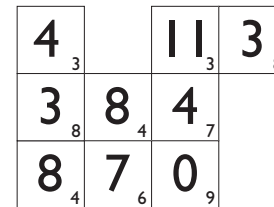


Figure 5
 Trio 4-3-8 = 30
 Trio 8-7-0 = 30
 Total 60 points

Figure 5. Player A places an $\boxed{8}_4$ alongside the $\boxed{7}_4$ and below the $\boxed{3}_8$, scoring two Trios and scores 60 points.