

INSTRUCTIONS



CONTENTS

56 Triominos tiles, 28 Conquest cover pieces, 4 racks, Instructions.

OBJECT OF THE GAME

To score the most points by conquering the largest area.

Please note: the drawing of extra tiles and scoring are NOT the same as the traditional Triominos rules so please read the Conquest rules before you start playing.

SET UP

Set up the game following the standard Triominos rules: place all Triominos face down on the table and shuffle them.

- For a 2 player game, each draw 9 tiles and place them on your rack.

- For a 3 or 4 player game, each draw 7 tiles and place them on your rack.

The leftover tiles 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 value of their tiles begins. (If any players have equal scores, draw again. These Triominos are then placed back with the spares.)

Conquest cover pieces explained:

There are 3 types of Conquest cover pieces in different configurations: Triohex, Triotri and Triodia. See fig A.

Each player receives one set of 7 matching coloured Conquest cover pieces: 1 x Triohex, 2 x Triotri and 4 x Triodia.

CONCEPT: The basic idea of the game is to lay Triomino tiles to complete a specific shape. Once a player completes the shape, they have the right to conquer that area.

PLAYING THE GAME

To start the game, the first player chooses one of their Triominos and places it on the table (see fig A). Unlike the original game, once you have placed a tile to the table, you must immediately fill your tile set back to the original starting hand and end your turn. The game proceeds clockwise.

During your next turn, you 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). Figures 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.

Your turn is then over and the next player proceeds.

Each tile is unique, which helps you to build a strategy during the game. Don't forget to anticipate your next move by creating playable spaces.

During the game, when you play a Triominos tile and create the shape of one of the Conquest cover pieces, you may claim the area and conquer it by placing the cover on top of it.

If your tile creates a cover shape on its own or one combined with a smaller previously conquered shape, you may overpower the previously conquered shape.

To do this you must remove the cover piece of the previously conquered shape from the game and return it to its rightful owner. You then cover the area with your larger Conquest cover piece to become the successor.

Note: A two-tile Triodia is overpowered by a Triotri (see fig. F), and ultimately they can all be replaced by the Triohex (see fig. G).

In some cases, this may mean removing Conquest covers from more than 1 player.

This pattern of play continues with all players taking turns to lay tiles and overpowering areas until either all the tiles have been played or one player has placed ALL their Conquest covers.

You may also replace your own Conquest cover by placing a larger Conquest cover if you create such a situation.

If you create a shape that you cannot conquer because your own Conquest covers are already in use, choose one of two options:

- The next player can choose to conquer that shape without laying a Triominos tile.

- Or you can play a tile from your rack.

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Triominos

CONQUEST

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Vivid Toy Group Ltd, GU9 1LS, UK.

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EN Warning.
FR Attention.
NL Waarschuwing.
DE Achtung.
IT Avvertenza.
ES Advertencia.
PT Atençaço.
PL Ostrzeżenie.
DK Advarsel.
NO Advarsel.
SE Varning.
FI Varoitus.

EN Small parts. Choking hazard.
FR Petits éléments. Danger détouffement.
NL Kleine onderdelen. Verstikkingsgevaar.
DE Kleinteile. Erstickungsgefahr.
IT Piccole parti. Rischio di soffocamento.
ES Partes pequeñas. Peligro de atragantamiento.
PT Pequenas partes. Risco de asfixia.
PL Małe części. Niebezpieczeństwo udławienia się.
DK Små dele. Kvelningsfare.
NO Små deler. Kvelningsfare.
SE Små delar. Kvälningsrisk.
FI Pieniä osia. Tukehtumisvaara.



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Triominos

CONQUEST

Age 6+
2-4 Players



HANDLEIDING



INHOUD

56 Triominos-stenen, 28 Conquest terrein-stukken, 4 plankjes, handleiding

DOEL VAN HET SPEL

De meest punten halen door het grootste gebied te veroveren.

Let wel, een nieuwe steen uit de pot nemen en puntentelling is niet hetzelfde als in het traditionele Triominos spel.

Lees eerst de Conquest spelregels voordat je begint te spelen.

VOORBEREIDING

De voorbereiding begint zoals gebruikelijk bij Triominos.

Leg alle Triominos-stenen omgekeerd op tafel en schud ze goed door elkaar.

- Als er 2 spelers zijn, neemt iedere speler 9 Triominos-stenen en plaatst deze op zijn plankje.

- Bij 3 of 4 spelers, neemt iedere speler 7 Triominos-stenen en plaatst deze op zijn plankje

De stenen die nog op tafel liggen vormen de pot.

Iedere speler neemt een steen uit de pot om te bepalen wie mag beginnen. Tel alle getallen op de steen bij elkaar op. De speler die de steen met de hoogste waarde heeft, begint. (Herhaal dit als twee spelers een steen met dezelfde waarde hebben). Deze stenen worden weer in de pot gelegd.

Conquest terrein stukken uitleg:

Er zijn 3 verschillende terreinstukken in verschillende aantallen. Triohex (1x), Triotri (2x), Triodia (4x) (zie uitleg)

Elke speler krijgt een set Conquest terrein stukken in één kleur. 1 x Triohex, 2 Triotri and 4 x Triodia.

CONCEPT: Het basis idee is om door het aanleggen van Triominos stenen een specifieke vorm te maken. Als een speler deze vorm voltooid, heeft die het recht om het gebied te veroveren.

TIJDENS HET SPEL

De speler die begint legt een willekeurige steen op tafel (fig. A). In tegenstelling tot de traditionele spel, moet je wanneer je een steen op tafel hebt gelegd meteen de stenen op je plankje tot de originele hoeveelheid weer aanvullen en is je beurt voorbij. Het spel gaat kloksgewijs verder.

De volgende speler moet een steentje aan leggen aan een steen die al op tafel ligt. Een van de zijden van de stenen moeten hierbij overeenkomen, dus de getallen **in de twee hoeken van de stenen moeten gelijk zijn** (zie fig. B en C). Aanleggen zoals in figuur D en E is dus niet toegestaan. **Per beurt mag slechts één steen worden aangelegd.** Controleer steeds of **alle** stenen volgens de bovenstaande regels zijn aangelegd.

Je beurt

