INSTRUCTIONS

CONTENTS

os 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 rule, before you start playing.

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

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.

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

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

During the game, when you play a Triominos tile and create the shape of one of the Conguest cover pieces, you may claim the area and

Dolling the gaine, when you ping a manning to the conduct it by placing the cover on top of it.

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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.

END OF THE GAME

If a player manages to place all their Conquest covers and remains without Conquest covers until their next turn, the game is over. It's time for the scoring phase. Or, if all the Triominos tiles have been placed and nobody can play any further, the game ends automatically. Move to the scoring phase.

Once the game is over, carefully remove your covered tiles from the play area and place them in front of you. At the same time, remove all single non-scoring Triominos directly to the box to avoid confusion. Add all the numbers on your tiles to arrive at your final score.

WINNING THE GAME
The player with the highest score is the winner.

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If a player manages to place all their Conquest covers and remains without Conquest covers until their next turn, the game is over. It's time for the scoring phase. Or, if all the Triominos tiles have been placed and nobody can play any further, the game ends automatically. Move to the scoring phase.

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WINNING THE GAME



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EN Warning. FR Attention NL Waarschuwing DE Achtuno IT Avvertenza. ES Advertencia PT Atenção. PL Ostrzeżenie. **DK** Advarsel. **NO** Advarsel SE Varning.

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













Adresses sur quefairedemesdechets fr











Z



Age 6+ 2-4 Players



HANDLEIDING

INHOUD

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

DOEL VAN HET SPEL

est punten halen door het grootse 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
be stenen die nog op tafel liggen vormen de pot..

ledere 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

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,

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 originle 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 lijdt. Een van de zijden van de stenen moeten hierbij overeenkomen, dus de getallen in de twee hoeken van de stenen moeten lijdt. 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 is voobij en de volgende speler gaat verder. Elke steen is uniek, waardoor tactisch kan worden gespeeld. Denk vooruit en leg stenen aan waaraan je zelf kunt aanleggen als je weer aan de beurt bent.

Leg ie tijdens het spel een Triominos steen aan en maakt daarmee de vorm van een van de Conquest terrein stukken compleet, mag ie dit terrein claimen. Verover het door jouw terreinstuk boven op dit terrein te plaatsen. Maak je met deze steen een vorm van een terreinstuk of in combinatie met een kleinere al bezette vorm, dag mag je deze bezette vorm

overmeesteren.
Je doet dit door het terreinstuk van de al bezette vorm te verwijderen en terug te geven aan de desbetreffende eigenaar. Vervolgens bedek je het terrein met jouw grotere terreinstuk en wordt jij de eigenaar.
N.B. Een twee stenen Triodia wordt overmeesterd door een Triotri (fig.F) en uiteindelijk kan alles vervangen worden door een Triohex (fig.G). In sommige gevallen betekent dit het verwijderen van terreinstukken van meer dan 1 speler.

Het spelverloop gaat door, spelers leggen om de beurt stenen aan en veroveren terrein totdat stenen gespeeld zijn en niemand meer kan aanleggen. Of eindigt als alle terreinstukken van een speler zijn geplaatst.

Je mag ook je eigen terreinstukken vervangen door een groter Conquest terreinstuk als die situatie zich voordoet Er kan zich een ongebruikelijke situatie voordoen dat je een vorm maakt die je niet kunt veroveren, omdat je eigen terreinstukken al in gebruik zijn. Er ontstaat dan een situatie met de volgende 2 opties:

De volgende speler kan ervoor kiezen het terrein te veroveren zonder een steen aan te leggen.

Of de speler kan besluiten dit veroveren te negeren, een eigen steen spelen en ergens aanleggen. Spelers kunnen niet beide doen.

EINDE VAN HET SPEL

nstukken geplaatst en blijft dat zo tot aan de volgende beurt van deze speler, is het spel voorbij en gaan Triominos stenen zijn gespeeld en niemand kan meer aanleggen is het spel ook automatisch afgelopen ijn door een speler alle eigen terreinstukk e naar de puntentelling. Of, als alle Triom en kunnen we ook overgaan tot de puntentelling.

PUNTENTELLING de conclusie gekomen dat het spel voorbij is, schuif je voorzichtig de eigen veroverde stenen vanuit het spel naar je toe en legt ler ook de enkele niet veroverde Triominos stenen en doe ze meteen in de doos om verwarring te voorkomen.

HET SPEL WINNEN

INSTRUCTIONS

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

OBJECT OF THE GAME

PLAYING THE GAME

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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.

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

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Or you can play a tile from your rack.

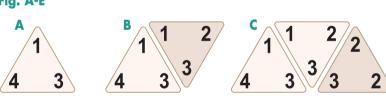
Players cannot do both.

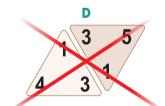
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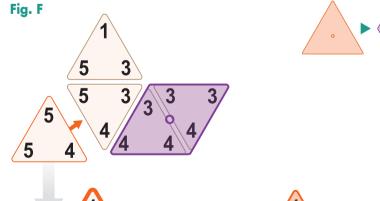
WINNING THE GAME The player with the highest score is the winner

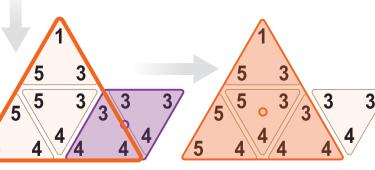
Fig. A-E

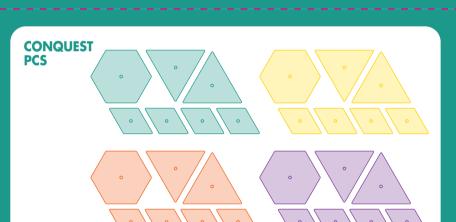


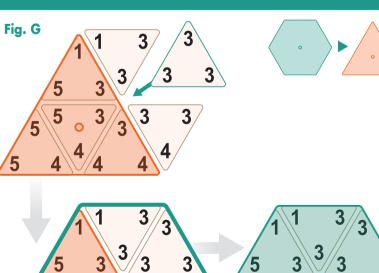


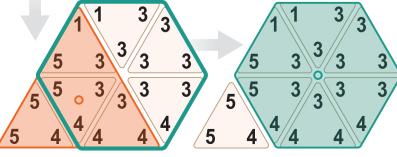












ninos tiles, 28 Conquest cover pieces, 4 racks, Instructions

OBJECT OF THE GAME
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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.
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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.

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END OF THE GAME

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

Or you can play a tile from your rack.

If a player manages to place all their Conquest covers and remains without Conquest covers until their next turn, the game is over. It's time for the scoring phase. Or, if all the Triominos tiles have been placed and nobody can play any further, the game ends automatically. Move to

SCORING

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WINNING THE GAME

INSTRUCTIONS

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

OBJECT OF THE GAME

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

PLAYING THE GAME

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: 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.

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

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

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 snape.

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.

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The next player can choose to conquer that shape without laying a Triominos tile.
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END OF THE GAME

If a player manages to place all their Conquest covers and remains without Conquest covers until their next turn, the game is over. It's time for the scoring phase. Or, if all the Triominos tiles have been placed and nobody can play any further, the game ends automatically. Move to the scoring phase

Once the game is over, carefully remove your covered tiles from the play area and place them in front of you. At the same time, remove all single non-scoring Triominos directly to the box to avoid confusion. Add all the numbers on your tiles to arrive at your final score.

WINNING THE GAME The player with the highest score is the winner.

INSTRUCTIONS

CONTENTS56 Triominos tiles, 28 Conquest cover pieces, 4 racks, Instructions.

OBJECT OF THE GAME

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