WARNING! Not suitable for children under 36 months. Choking hazard - small parts.

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Note to parents:
We’ve created these rules for Triominos Junior with 2 levels of play. Start at level 1 which develops colour and number recognition, then progress to level 2 to build up your child’s addition skills.

CONTENTS:
• 36 Triominos (include a joker)
• 60 reward counters

1st LEVEL OF PLAY (aged 5 and upwards):
AIM OF THE GAME:
To win as many reward counters as possible by placing your Triominos next to the others.

PLAYING THE GAME:
Each player takes a rack. Spread the Triominos upside down on the table and shuffle. This is called the Stock. Each player takes 5 Triominos from the stock and puts them in his or her rack. Each player takes 4 reward counters.

Take one more Triomino and lay it face up on the table. (If it’s a joker, put it back in the stock and take another one). Example: the first Triomino is shown in picture A.

Choose which player will start the game (the youngest or oldest…).
When you place a Triomino, all the figures and colours that touch together must be similar (picture B) and the complete side(s) of the triangle must be in contact (positions from examples C and D are not allowed).

If you place a Triomino, you win a reward counter. It’s then the next player’s turn. If you can’t or don’t want to place a Triominos from your rack, you can take one from the stock, put it in your rack and pay a reward counter to the bank. It’s then the next player’s turn.

The game ends when one of the players places the last Triomino from his or her rack or when the stock is empty. In either case, you must complete your turn before counting the reward counters.

JOKER:
We advise you not to use the joker when you play for the first few times. You can add it when the children are used to playing the game. The joker replaces any numbers or colours. You can use it in any position. The joker is the only piece that you can take back from the table to place in your rack. If you want to take it back, you must replace it on the table with one of your own Triominos which exactly fits the place where the joker was. You don’t win any reward counters for this exchange but the joker can be useful on your next turn (picture E).

2nd LEVEL OF PLAY (aged 6 and upwards).
The aim is to become more familiar with counting points:
The game is played without the reward counters. The rules are the same as the 1st level of play except for counting the points, which is done as follows:

If you place a Triomino, your score is the sum of the 3 numbers on the Triomino piece. If you can’t or don’t want to place a Triomino, take one from the stock and put it in your rack.

In example F, the player scores: 9 points = 2 + 3 + 4.

The game ends when one of the players places the last Triomino from his or her rack or when the stock is empty. The game also ends when no player can place any more Triominos.

The players count the number of points they won during the game and deduct the points from the Triominos still in their rack. The winner is the player with the highest score.