André & John Perriolat

Triolet®

The great classic game of numbers

8+

2/4

VIDEO
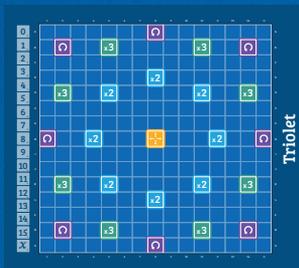
Rules of the Game

Gigamic

Components

81 tiles numbered 0 – 15

The little number in the lower-right corner indicates the number of tiles with this face value.

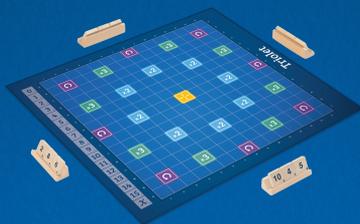*A board with 225 spaces*

A cloth bag

4 racks

2 wild tiles

Concept and Goal of the Game

Each turn, each player attempts to score as many points as possible by placing one, two, or three tiles in a horizontal or vertical line, contiguous with one or more tiles already on the board. The player with the highest score at the end of the game wins!

Setup

Each player takes a rack and places it so that tiles sitting on it will not be visible to the other players.

Mix the 83 tiles in the bag, then remove 3 unseen from the bag and place them face down on the table, without anyone seeing their values. These 3 tiles will not be used during the game.

Grab a sheet of paper and a pencil to tally players' points.

Randomly determine a first player. Each player takes 3 tiles and puts them on their rack.

Playing the Game

On your turn, you will add one, two, or three tiles to the grid, then announce the points you scored (see Counting Points), which someone tallies on the sheet of paper, and then you draw new tiles from the bag so you again have 3 tiles on your rack. The first player's first placement must cover at least the central space (which counts as a double space; see Special Spaces), then the game continues clockwise.

Each tile must always be placed beside (orthogonally adjacent; diagonals do not count) at least one other tile already on the board.

Examples :
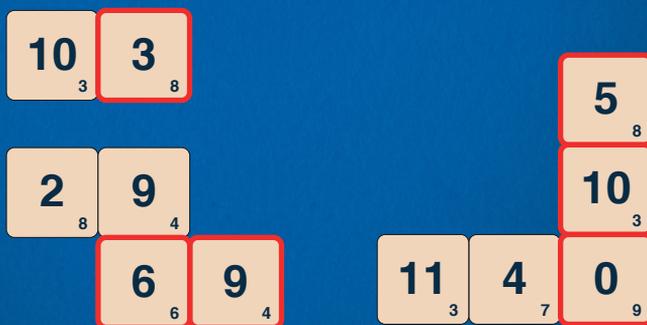
Two tiles can be placed in one of the following ways:

- parallel to tiles already on the board

    Example :

7 ₆	
1 ₉	**12** ₂
7 ₆	**0** ₉

- on either side of a tile already on the board

    Example :

1 ₉	
10 ₃	**3** ₈
4 ₇	

- in a line perpendicular to tiles already on the board

    Example :

15 ₁	**0** ₉	**0** ₉
0 ₉		

Important :

The total value of two tiles placed side by side on the board must be less than or equal to 15.

Example :

7 ₆	**6** ₆

7 + 6 = 13
13 < 15   ✓

The total value of three tiles placed side by side on the board must be equal to 15. A group of 3 tiles totaling 15 is called a Trio.

Example :

11 ₃	**4** ₇	**0** ₉

11 + 4 + 0 = 15   ✓

It is not possible to place more than 3 tiles side by side in the same direction: At least one empty space must separate the groups of tiles.

During your first turn, you are not allowed to form a 2×2 or 3×3 square of tiles on the board. Thereafter, you are not allowed to form a 3×3 square that would block the game.

On your turn, you may choose not to place any tiles, in order to exchange one, two, or three tiles from your rack with new ones from the bag (this action is allowed as long as there are at least five tiles in the bag).

If you cannot play tiles legally, and the bag has fewer than five tiles in it, you must pass your turn.

Counting Points

At the end of your turn, you score the total points of all new groups of two or three tiles you created with your placements. Tally your score on the sheet of paper.

Example :

9 (4)	5 (8)
7 (6)	**6 (6)**

You placed the 6 and the 7:

$9 + 6 = 15$
$7 + 6 = 13$
Total: 28 Points

Whenever you form a Trio (group of 3 tiles with a total value of 15), you earn a 15-point bonus, which is added to the Trio. Thus, a Trio is always worth 30 points.

Example :

7 (6)	5 (8)	**3 (8)**

You placed the 3:

$7 + 5 + 3 = 15$
+ Trio bonus of 15 points
Total: 30 Points

If the three tiles on your rack have a total of 15, you can place them in a line as a Trio on the board (respecting placement rules). This play is called a Triolet and it earns you an additional 50-point bonus.

Example :

| **10 (3)**	**5 (8)**	**0 (9)**

You placed these three tiles at once:

$10 + 5 + 0 = 15$
+ Trio bonus of 15 points
+ Triolet bonus of 50 points
Total: 80 Points

● **Double spaces:**

x2

A double space doubles the point value of the tile covering it; however, if this tile is one of the tiles of a Trio, the entire Trio's point value (including the Trio bonus) is doubled: 2×30 points = 60 points. A Triolet bonus is **never** doubled. Remember: The double space can only be used once per game, so if the tile covering it is part of two overlapping groups, the double space only counts in one of the groups.
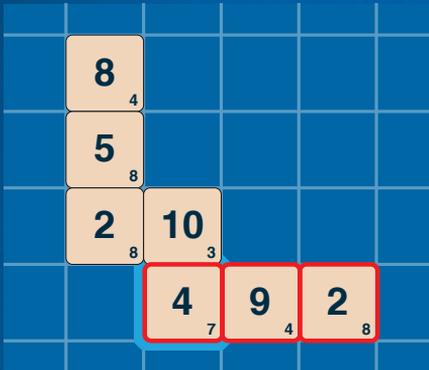
Example :

You placed the 4, 9, and 2 at the same time, and the 4 is on a double space:

Triolet 4, 9 et 2 doubled : 2 x 30 = 60 points
+ Triolet Bonus of 50 points
10 + 4 = 14
Total: 124 points
Because each double space can only double one group's point value (your choice), you wisely doubled the Trio's point value, rather than double only the 4 of the other group: 124 is much better than 98.

Remember: The central space is considered a double space.

● **Triple spaces:**

x3

A triple space triples the point value of the tile covering it; however, if this tile is one of the tiles of a Trio, the entire Trio's point value (including the Trio bonus) is tripled: 3×30 points = 90 points. A Triolet bonus is **never** tripled. Remember: The triple space can only be used once per game, so if the tile covering it is part of two overlapping groups, the triple space only counts in one of the groups.
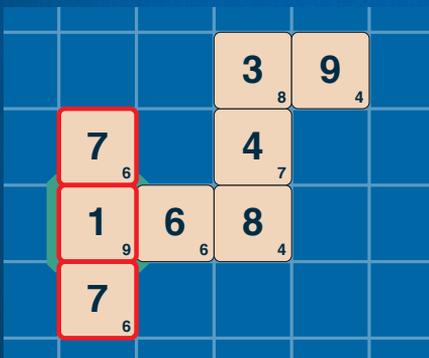
Example :

You placed the 7, 1, and 7 at the same time, and the 1 is on a triple space :

Trio 7, 1, 7, tripled: 3 × 30 = 90 points
+ Triolet bonus 50 points
Trio 1,6 et 8 = 30 points
Total: 170 points

Because each triple space can only be used once, you could triple only one Trio's points.

● **Replay spaces:**

When you place a tile on a replay space, count and score your points, refill your rack, then immediately take another turn.

Each special space can be used only once per game, at the time it becomes covered; it loses its effect after it has been used once.

End of the Game

The game ends when there are no more tiles in the bag, and someone places their last tile on the grid (after tallying their score, of course).

If you are the player who now has no tiles, add the total value of your opponents' remaining tiles to your score.

Example :

| **8** ₁ | **5** ₈ | *Player 1's tiles* |

8₁ **5**₈   *Player 1's tiles*

9₄ **1**₈   *Player 2's tiles*

4₇   *Player 3's tile*

You are Player 4, and you just placed your last tile. Add the total of your opponents' remaining tiles to your score: 8 + 5 + 9 + 1 + 4 = 27

Special case: Everyone still has tiles, but no one can place any on the board (every player passes consecutively). In this case, the game ends, and you each subtract the value of your own remaining tiles from your score.

In any case, the player with the most points wins!

Wild Tiles

- A wild can stand in for any tile. When you place a wild, you must declare which face value (0 – 15) it represents. This is the tile's face value for the rest of the game.

- A wild's point value is 0.

- You can use a wild in a Trio, and you still get the 15-point Trio bonus; thus the Trio is still worth 30 points.

- You can use a wild in a Triolet, but you will not get the 50-point Triolet bonus.

- You are not allowed to play both wilds in the same turn; however, you may play a wild during a replay turn even if you played the other wild in the turn that triggered the replay.

Example of the beginning of a 2-player game:

The newly played tiles for each turn are outlined in red.

1. Player A	2. Player B	3. Player A	4. Player B	5. Player A

11 x 2 + 3 = 25 points

11 + 4 = 15
8 + 4 = 12
Total: 27 points

trio 3, 8 et 4 = 30
4 + 3 = 7
Total: 37 points

trio 11, 4 et 0 = 30
8 + 7 = 15
7 + 0 = 7
Total: 52 points

trio 4, 3 et 8 = 30
trio 8, 7 et 0 = 30
Total: 60 points
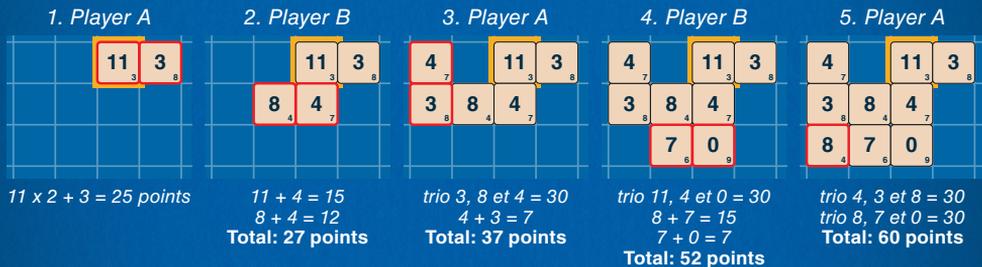
1. Player A is the first player, and thus must cover the central space on the first turn. The central space counts as a double space. Player A scores 25 points.

2. Player B creates two groups of two tiles each, and scores 27 points.

3. Player A creates a Trio and a group of two tiles, and scores 37 points.

4. Player B creates a Trio and two groups of two tiles each, and scores 52 points.

5. Player A creates two Trios and scores 60 points.

Examples of counting points:

● **Placing a single tile on a normal space**

10 + 3 = 13
Total: 13 points

Trio 2, 4 et 9 = 30
Total: 30 points

Trio 9, 6 et 0 = 30
Trio 8, 7 et 0 = 30
Total: 60 points

3 + 9 = 12
4 + 9 = 13
Total: 25 points

Trio 3, 3 et 9 = 30
1 + 3 = 4
Total: 34 points

● **Placing two tiles on two normal spaces**

9 + 6 = 15
7 + 6 = 13
Total: 28 points

Trio 1, 10 et 4 = 30
Total: 30 points

Trio 15, 0 et 0 = 30
Total: 30 points

1 + 12 = 13
12 + 0 = 12
7 + 0 = 7
Total: 32 points
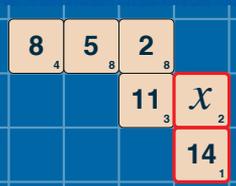
11 + Joker = 11
Joker + 14 = 14
Total: 25 points

Note : When played, the face value
of this wild had to be declared. It
will keep this face value for the rest
of the game.

Trio 2, 7 et 6 = 30
5 + 2 = 7
Total : 37 points

9
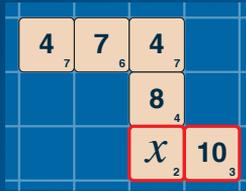
Trio 4, 8, wild = 30
wild + 10 = 10
Total: 40 points
Note: This wild has a face value of 3 for the rest of the game (15 − (8 + 4) = 3)
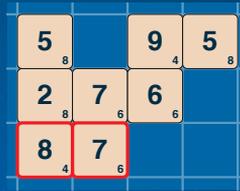
Trio 5, 2 et 8 = 30
7 + 7 = 14
8 + 7 = 15
Total: 59 points

Trio 12, 2, 1 = 30
Trio 9, 5, 1 = 30
Total: 60 points

Trio 9, 4, 2 = 30
Trio 2, 7, 6 = 30
3 + 6 = 9
Total: 69 points

● Placing three tiles (a Triolet) on three normal spaces

Trio 4, 8 et 3 = 30
Triolet bonus + 50
10 + 4 = 14
3 + 8 = 11
Total: 105 points

Trio 5, 10 et 0 = 30
Triolet Bonus + 50
Trio 11, 4, 0 = 30
Total: 110 points
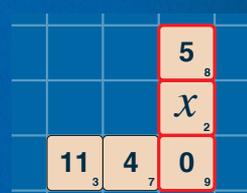
Trio 5, wild, 0 = 30
Trio 11, 4, 0 = 30
Total: 60 points
Note : No Triolet bonus when placing a wild. It will have a value of 10 for this game.
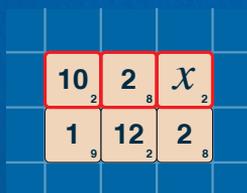
Trio 10, 2, wild = 30
10 + 1 = 11
2 + 12 = 14
wild + 2 = 2
Total: 57 points

Note: No Triolet bonus when placing a wild. It will have a value of 3 for this game.
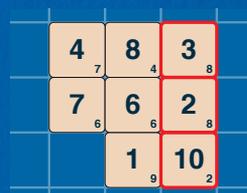
Trio 3, 2, 10 = 30
Triolet bonus + 50
Trio 4, 8 et 3 = 30
Trio 7, 6 et 2 = 30
1 + 10 = 11
Total: 151 points

- **Placing a single tile on a double space** x2

10 x 2 + 5 = 25
Total: 25 points
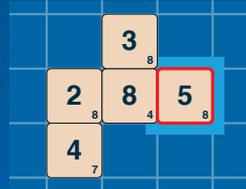
Trio 2, 8 et 5 doubled = 30 x 2
Total: 60 points
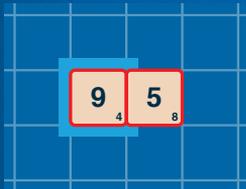
10 x 2 + 5 = 25
10 + 4 = 14
Total: 39 points

Trio 2, 8, 5 doubled = 30 x 2
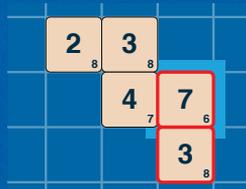*5 + 7 = 12*
Total: 72 points
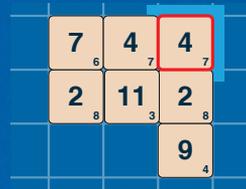
Trio 7, 4, 4 doubled = 30 x 2
Trio 4, 2 et 9 = 30
Total: 90 points

Remember: A double space can only be used one time; you choose how you use it.
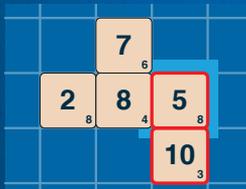
- **Placing two tiles, one of which is on a double space** x2

9 x 2 + 5 = 23
Total: 23 points

7 x 2 + 4 = 18
7 + 3 = 10
Total: 28 points

Trio 12, 2, 1 doubled = 30 x 2
Total: 60 points

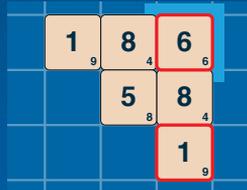*Trio 2, 8, 5 doubled = 30 x 2*
5 + 10 = 15
Total: 75 points
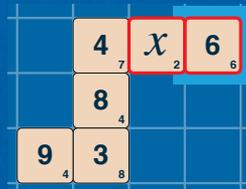
Trio 4, wild, 6, doubled = 30 × 2
Total: 60 points
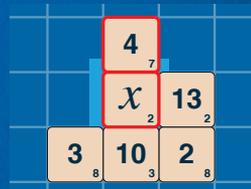
Trio 4, wild, 10, doubled = 30 × 2
wild + 13 = 13
Total: 73 points

Trio 7, 6, 2, doubled = 30 × 2
3 + 12 = 15
12 + 2 = 14
Total: 89 points

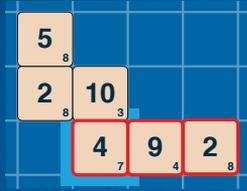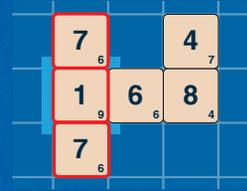*Trio 1, 8, 6, doubled = 30 × 2*
Trio 6, 8, 1 = 30
Total: 90 points

Trio doubled 8, 3, 4 = 30 x 2
Trio 4, 2, 9 = 30
3 + 11 = 14
Total: 104 points

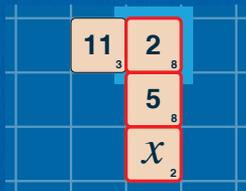● **Placing three tiles (a Triolet), one of which is on a double space** x2

Trio 4, 9, 2 doubled = 30 x 2
Triolet bonus + 50
10 + 4 = 14
Total: 124 points

Trio 7, 1, 7 doubled = 30 x 2
Triolet bonus + 50
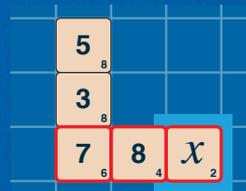*Trio 1, 6, 8 = 30*
Total: 140 points

Trio 1, 14, 0 doubled = 30 x 2
Bonus Triolet + 50
Trio 4, 10 et 1 = 30
Trio 0, 1 et 14 = 30
Total: 170 points

Trio 2, 5, wild, doubled = 30 × 2
11 + 2 = 13
Total: 73 points

Note: No Triolet bonus when placing a wild. It will have a value of 8 for this game.

Trio doublé 7, 8 et Joker = 30 x 2
Trio 5, 3 et 7 = 30
Total: 90 points

Note: No Triolet bonus when placing a wild. It will have a value of 0 for this game.

x3 **Placing tiles on triple spaces:** The principle of counting points for triple spaces is exactly the same as for double spaces, except for having a different multiplier: The point values are tripled instead of doubled, and of course each triple space can only be used once.