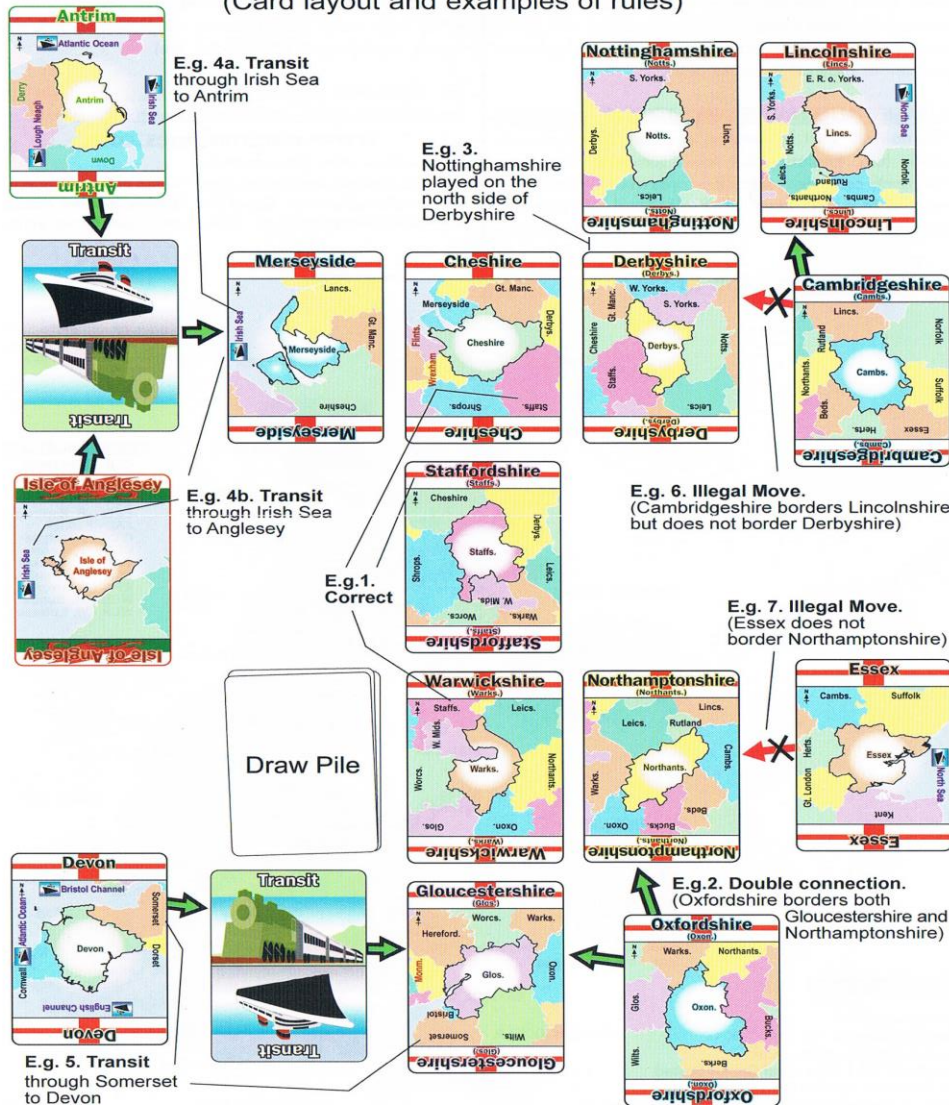


Diagram for MAPOMINOES

(Card layout and examples of rules)



MAPOMINOES® OFFICIAL RULES

1. INTRODUCTION

Mapominoes is an easy, fun, competitive and educational game for 2 to 5 players.

If all players are new to the game, we recommend that one player should quickly read this rules sheet (including the Strategy Tips section) and then use the Diagram to explain the basics of the game to the other players before starting to play. Perhaps start playing with just the cards from one nation, (e.g. England). The game is best played at a table rather than on the floor. The table's edge restricts the playing area, increasing the fun and the opportunities for strategic play. A brief summary of the key rules is written on a spare card for quick reference during the game.

2. AIM OF THE GAME

The game is similar to dominoes but uses cards with maps of counties. Players take turns to play a County Card, by placing it in an available space next to a bordering county that is already on the table.

The first player to play all the County Cards in their hand on to the table **wins the round**. The other players then score a point for each County Card they have left in their hand. (e.g. 2 County Cards left in the hand scores 2 points).

The game takes place over a number of pre-agreed rounds. This is usually equal to the number of players, in order to alleviate any slight advantage gained from going first. (e.g. 3 players play for 3 rounds).

The overall game is won by the player with the fewest points at the end of the game. (Who is therefore the best traveller).

3. DEFINITION OF TERMS

Round: Time taken between placing the first County Card on the table and somebody playing their last County Card to win the round.

Go: When a player is required to play a card from their hand or take a card from the draw pile.

Draw pile: Transit Cards turned face down in the middle from which players draw **if they cannot go**.

Player's hand: The cards in a player's hand.

Tabled cards: Cards played face up on the table.

4. THE CARDS

108 County* Cards: Each county has a specific colour. (See map and cards). The name and abbreviation of the county is written inside the nation flag at the top of the card. The names or abbreviation of the bordering counties, and seas are written inside the map on the card.

12 Transit Cards: They are like wildcards and are used to connect to County Cards by representing an ocean/sea or country, which they border.

5. STARTING A ROUND

First, the dealer separates the 12 Transit Cards from the County Cards and gives 1 Transit Cards to each player. The remaining Transit Cards are placed face down in the middle of the table to make the draw pile.

Then, starting to their left, they deal out **ALL** the County Cards until there is just one card left, which is turned face up in the middle of the table next to the draw pile. This is the starting county.

Players then pick up their cards and the player to the left of the dealer takes the first go, with play moving in a clockwise direction.

(Note: If there are an even number of players the dealer will have one card less than everyone else, but this advantage is negated by the fact that they are the last player to take a go).

6. CORE RULES (Taking a go)

A player takes their go by placing a card in an available space adjacent to a card that is already on the table. (See Diagram). Play then passes to the next player on the left. If a player says they cannot go, they must take a card from the top of the draw pile, (if any remain) and their go is over. They do not get to play a card.

RULES FOR PLAYING A CARD

- The card **must** be placed in an available space, next to an existing tabled card or cards, with which it shares a common border.

(e.g. If you play a County Card next to Staffordshire, then Staffs must be written on the map of the County Card you are playing. If you play a County Card next to both Northamptonshire & Gloucestershire, then both these counties must be written on the map of the County Card you are playing. See Diagram E.g. 1 & E.g. 2).

- However, the card may be placed adjacent to **any** available side of the tabled card that it borders.

(e.g. Nottinghamshire is east of Derbyshire, but may be played next to the north, south, east or west side of the Derbyshire card if the space is available. See Diagram E.g. 3).

Note:

- All** adjacent tabled cards must border one another.
- Tabled cards cannot touch or overlap. (Finding space to play cards is an important part of the game).

- The playing area is restricted to the table. Cards may be played in a position that partially hangs over the edge of the table, but if the card immediately falls off, the player must find another position on the table to play the card.

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RANSIT CARDS

ransit Cards are like wild cards and are useful if you cannot play a County Card. They are used to link to a County Card in your hand by crossing through a nominated ocean/sea or bordering county.

When playing a Transit Card the player must:-

1. **Nominate** the ocean, sea or county that the Transit Card represents.
2. Obey all the normal rules for playing a card.
3. In the same go, play a new County Card from their hand, adjacent to the Transit Card.

Note:

- The counties on all sides of the Transit Card must all border the same ocean/sea or county.
- Transit Cards may not be placed next to other Transit Cards.
- Transit Cards may be nominated as a county that is already on the table.
- If a Transit Card is nominated as a county that is not yet on the table, the actual County Card can still be played on the table later on as usual.
- Example of Transit card nominated as the Irish Sea: If Merseyside is on the table, a player could play a Transit Card beside Merseyside and then Antrim beside the Transit Card as they both border the Irish Sea. (See Diagram, E.g. 4a).
Note: On a later go, if there is still an available space, any player holding another County Card bordering the Irish Sea, (e.g. Anglesey, Pembrokeshire, etc), may play it beside the Transit Card. (See Diagram, E.g. 4b).
- Example of Transit card nominated as Somerset: If Gloucestershire is on the table, a player could play a Transit Card beside Gloucestershire and then Devon beside the Transit Card as they both border Somerset. (See Diagram, E.g. 5).
Note: On a later go, if there is still an available space, any player holding another County Card bordering Somerset, (e.g. Bristol, Dorset, etc), may play it beside the Transit Card.

DOUBLE CONNECTIONS

- A double connection is made when you manage to play a card next to (and hence bordering) any two or more tabled cards.
- For example if Northamptonshire and Gloucestershire are on the table diagonally opposite one another, then a player could play Oxfordshire in a position adjacent to both tabled counties as both Northamptonshire and Gloucestershire border Oxfordshire. (See Diagram E.g. 2).
- Making a double connection by playing a County Card, always gives you an **extra go**. (Note: If a Transit Card is played in the double connection **position**, it is just played as normal and you do not get an additional extra go).

OPTIONAL RULES TO BE PLAYED AT YOUR DISCRETION.

- If a player is hesitating over their go, then anyone may call for the use of the **sand timer**, provided that it is fully drained. The timer is then turned over and if the player does not play a card before the sand runs out their go is over, and they must take a card from the draw pile, (if any remain). They do not get to play a card.
- An **illegally placed card**, (i.e. one that does not border all the adjacent cards), is allowed to remain on the table unless it is noticed by someone before the next player plays their card. If spotted, then the card is given back to the person who played it and that player loses their go. Play then continues as before with whoever's go it is to play a card. (See Diagram E.g. 6 & E.g. 7).

7. THE END OF THE ROUND & SCORING

The first player to play all their County Cards wins the round. Everyone else then counts up how many County Cards they have left in their hand and this number is added to their score.

All the cards are collected up, the Transit Cards are separated out and then the cards are shuffled and dealt by the player to the left of the previous dealer to start a new round.

Note: On a rare occasion, it is possible that all players have counties left in their hand but nobody can go. If this situation occurs, then the round is over and everybody scores as above.

8. THE END OF THE GAME

The overall winner is the player with the lowest number of points after all the rounds have been completed.

9. STRATEGY HINTS & TIPS

- Sort your hand by nations and then by regions from North to South, (e.g. Home Counties, South Wales).
- Identify the County Cards in your hand that have very few borders (e.g. Cornwall, City of London, Aberdeen, Fermanagh) or are islands (e.g. Shetland, Anglesey) and play them at the first possible opportunity.
- If someone plays a Transit Card, look to see what county you might be able to play beside it when it's your go.
- Hang on to your own Transit Cards for as long as possible and use them as a last resort to get to counties that are islands or have very few borders. (e.g. You have City of London in your hand, but there is no available space around the Greater London card on the table. Play your Transit card next to Surrey or Essex, etc to transit through Greater London to City of London).
- Try to set up double connections for yourself to get another go.
- Try to limit the choices for your opponents to play a card and hence control the game.

- Try to play County Cards where you have the majority of the bordering counties in your hand and thus open up regions of the UK where you have a lot of cards to play.
- Think about where you place cards on the table, (e.g. towards the table's edge) as this can affect how many sides of a card you leave free for other players or yourself to play off in future goes.

10. EASIER ALTERNATIVE WAYS TO PLAY THE GAME

- Alternatively start by dealing out the cards from one nation (e.g. England), but when someone plays their last county card, deal out all the cards from the remaining nations (e.g. Scotland or Wales and N. Ireland), starting with the player who played the last county.

- Then just continue playing as before with all cards making one big connection rather than separate starting cards for each nation. This can make the number of cards that you have in your hand more manageable.
- Play with more Transit Cards. (2 players - 5 Transit each, 3 players - 3 Transit each, etc).

For information on other Mapominoes games based on the continents of the world, using country cards, visit

www.mapominoes.com

Check out our other great games:-

www.backpackercardgame.com - Travel the world game.

www.arithmanix.com - Rapid fire, all play, number game.

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Reference Map of UK

