

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. The game is best played at a table rather than on the floor. The table's edge represents the edge of the world, and 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 countries. Players take turns to play a Country Card, by placing it in an available space next to a bordering country that is already on the table.

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

3. DEFINITION OF TERMS referred to in the rules:-

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

Go: When a player is required to play a card from their hand or draw 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

35 Country Cards: The name of the country is written inside the flag at the top and bottom of the card, whilst the names of the bordering countries, oceans & seas are written inside the four edges of the map on the card.

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

5. STARTING A ROUND

First, the dealer separates the 18 Transit Cards from the Country Cards and gives 3 Transit Cards to each player. Any 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 Country 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 country.

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: Some players may have one card less than everyone else, but this advantage is negated by the fact that they are the last players 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 Country Card next to Bolivia, then Bolivia must be written on the map of the Country Card you are playing. If you play a Country Card next to both Peru & Argentina, then both these countries must be written on the map of the Country 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. Colombia is north of Ecuador, but may be played next to the north, south, east or west side of the Ecuador 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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TRANSIT CARDS

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

When playing a Transit Card the player must:-

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

Note:

- The countries on all sides of the Transit Card must all border the same ocean/sea or country.
- Transit Cards may not be placed next to other Transit Cards.
- Transit Cards may be nominated as a country that is already on the table.
- If a Transit Card is nominated as a country that is not yet on the table, the actual Country Card can still be played on the table later on as usual.

- Example of Transit card nominated as Atlantic Ocean:
If Brazil is on the table, a player could play a Transit Card beside Brazil and then Cuba beside the Transit Card as they both border the Atlantic Ocean. (See Diagram, E.g. 4a).

Note: On a later go, **if** there is still an available space, **any** player holding another Country Card bordering the Atlantic Ocean, (e.g. U.S.A., Bahamas, etc), may play it beside the Transit Card. (See Diagram, E.g. 4b).

- Example of Transit card nominated as Colombia:
If Ecuador is on the table, a player could play a Transit Card beside Ecuador and then Panama beside the Transit Card as they both border Colombia. (See Diagram, E.g. 5).

Note: On a later go, **if** there is still an available space, **any** player holding another Country Card bordering Colombia, (e.g. Venezuela, Brazil, Peru), 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 Peru and Argentina are on the table diagonally opposite one another, then a player could play Chile in a position adjacent to both tabled countries as both Peru & Argentina border Chile. (See Diagram E.g. 2).
- Making a double connection by playing a Country 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 it is spotted quickly enough, then the card is given back to the person who played it and the player who called the illegal move is allowed to play a card instead. Play then continues as before with whoever's go it was 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 Country Cards wins the round. Everyone else then counts up how many Country 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 countries 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 regions from North to South.
- Identify the Country Cards in your hand that have very few borders (e.g. Canada, Haiti, Uruguay, Suriname) or are islands (e.g. Bahamas, Jamaica) and play them at the first possible opportunity.
- If someone plays a Transit Card, look to see what country you might be able to play beside it when it's your go.
- Hang on to your own Transit Cards as long as possible and use them as a last resort to get to countries that are islands or have very few borders. (e.g. You have Canada in your hand, but there is no available space around the U.S.A. card on the table. Play your Transit card next to a country that borders the Atlantic Ocean or Pacific Ocean or U.S.A. to transit through to Canada).
- 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 Country Cards where you have the majority of the bordering countries in your hand and thus open up regions 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. ALTERNATIVE WAYS TO PLAY THE GAME

- Score points at the end of the round, based on the Area or Population of the countries that players have left in their hand.
- Deal hands face up so players can briefly see which countries people have in their hand.
- Play with more Transit Cards. (eg: 2 players - 5 Transit each)
- Harder game where cards have to be played adjacent to the geographically correct side and cards can be played

on top of one another if connect to all sides. (e.g. To play Mexico next to USA it must be placed on the south side).

- Combine cards with Mapominoes decks from other continents to make a bigger game and play the world!
- For rules of these alternative ways to play the game and information on **new Mapominoes games for other continents and country editions**, visit www.mapominoes.com



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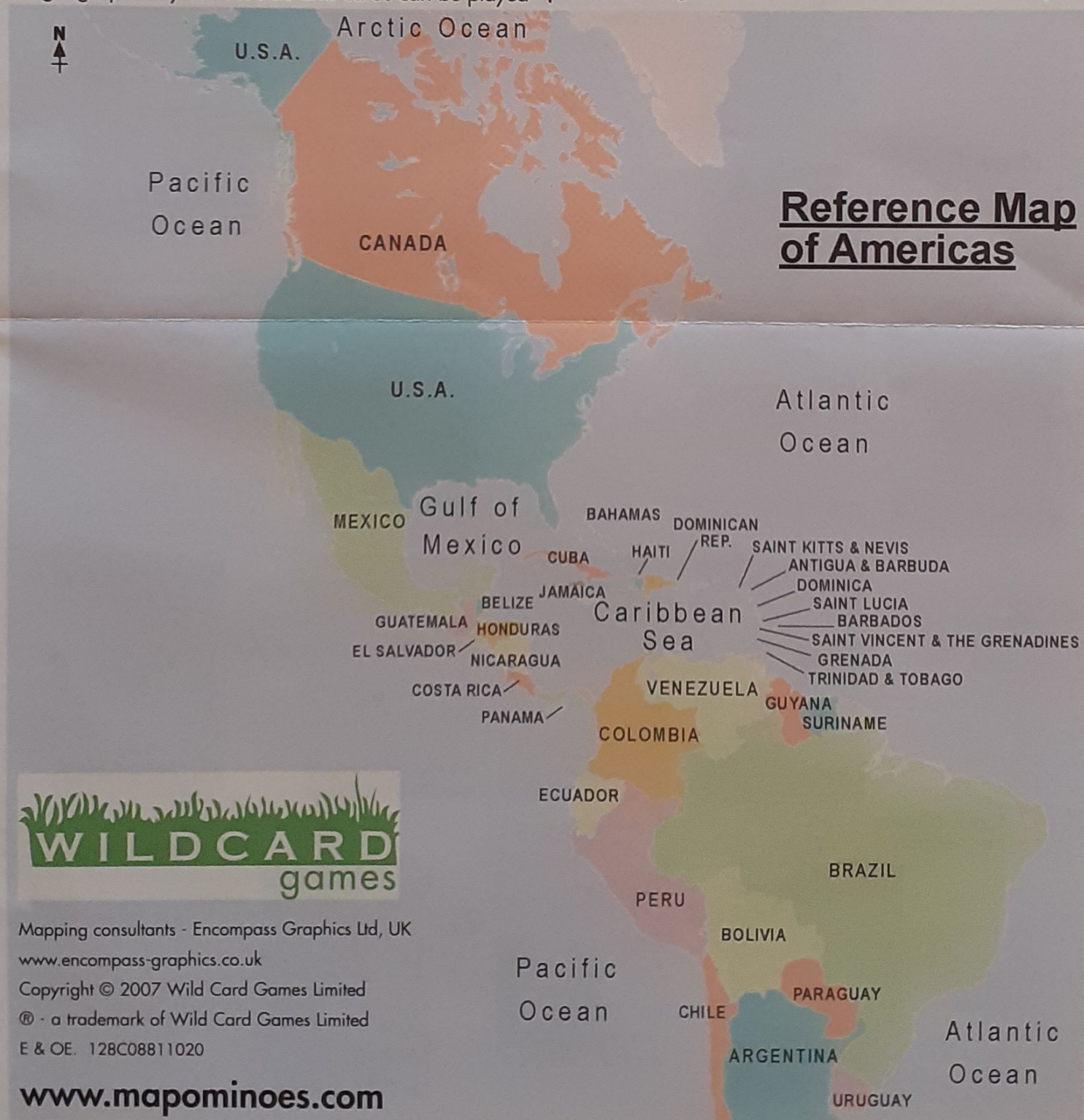


Diagram for MAPOMINOES

(Card layout and examples of rules)

