

# TUILERIES

**Creator : Bernard TAVITIAN (1999)**  
**Board game for 2 to 6 players**

## Material

A square board of 8 by 8 squares (Figure 1)

64 square “tiles” (Figure 2). These tiles can stand on their sides as in the game of dominoes.

Every tile is unique and possesses three characteristics:

- the color, which is blue, yellow, red or green;
- the value, which is king (R = “Roi” in French), queen (D = “Dame” in French), knight (C = “Cavalier” in French) or jack (V = “Valet” in French);
- the sign, which is spades, hearts, diamonds or clubs.

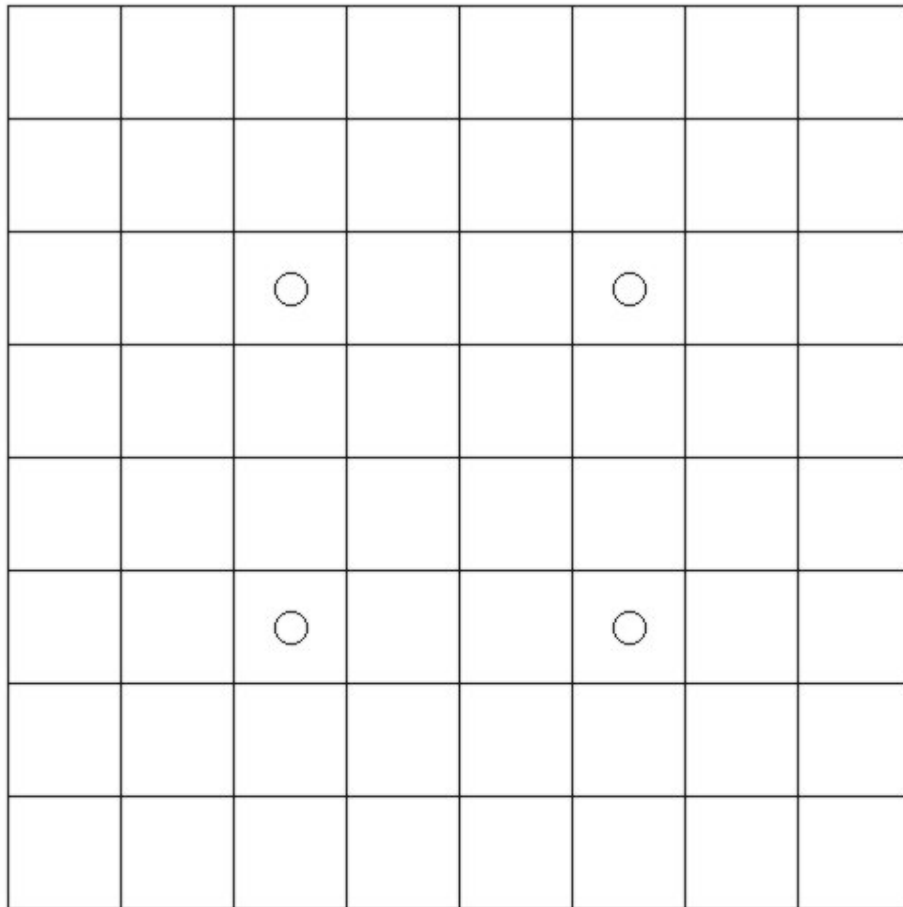


Figure 1. The board

## Rules

The board is initially empty. The tiles are placed flat, face down. Each player draws a certain number of tiles and sets them straight before him, so that the other players cannot see them:

- for two players, 10 tiles each;
- for three players, 8 tiles each;
- for four players, 7 tiles each;
- for five or six players, 6 tiles each;

The other tiles are left in the middle and constitute the “draw” .

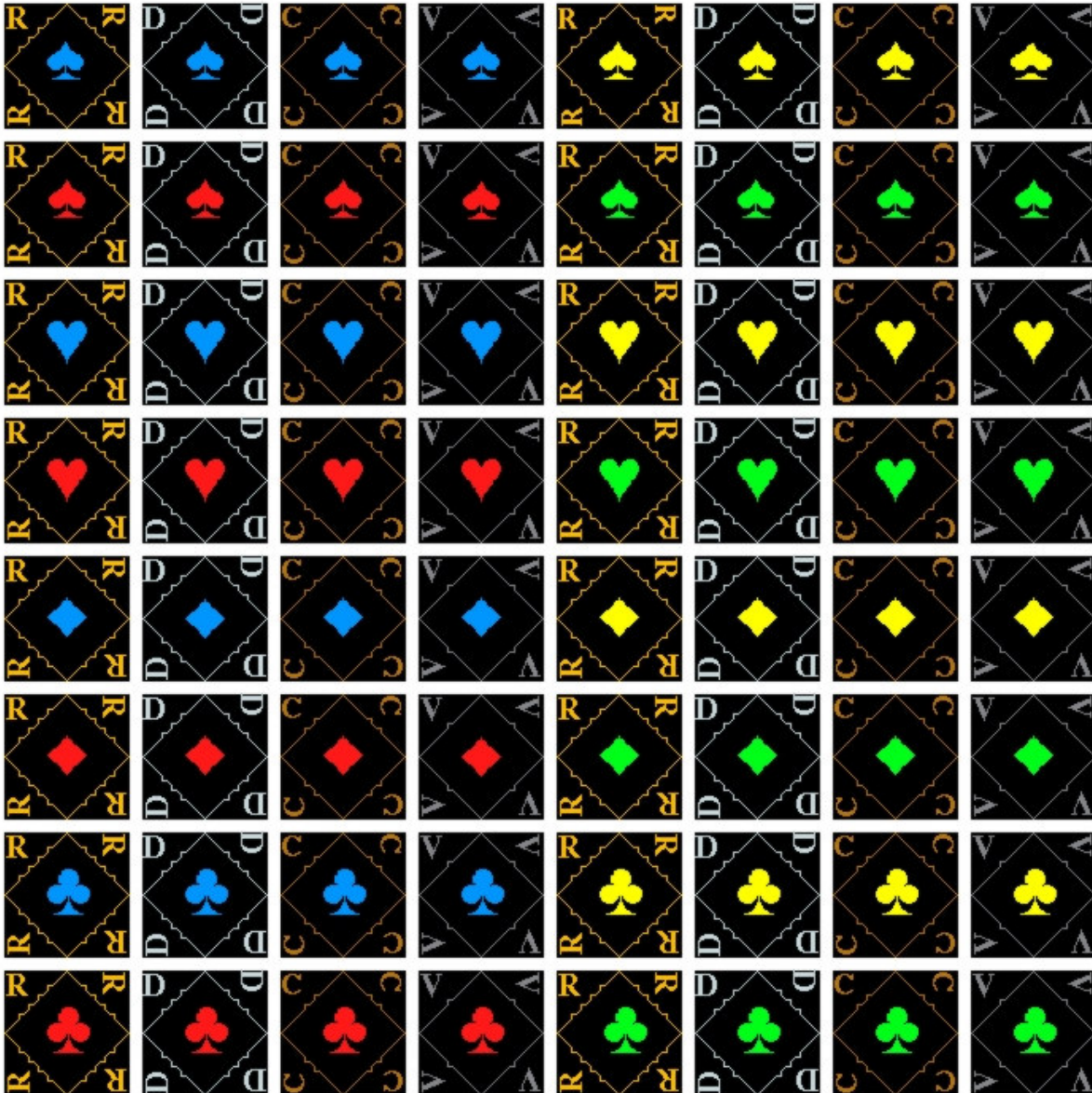


Figure 2. the 64 tiles

Each player plays in his turn by placing one of his tiles on the board, then drawing one to replace the tile played. When the draw is empty, the game continues in the same manner, but without drawing after one plays.

The first four tiles played must cover the four squares marked with a circle (Figure 1).

Tiles can be associated on the board. A group of tiles is constituted of two, three or four tiles which all have two common characteristics and are adjacent by at least a side (this means that they form a domino, a trimino or a tetramino). The two common characteristics can be either color and value, value and sign or sign and color. For instance, king, knight and jack of hearts form a group of three if they are of the same color and form a trimino.

The shape of the polyminoes has no importance. Please note that there are one form for a domino, two for triminoes, and five for tetraminoes (Figure 3).

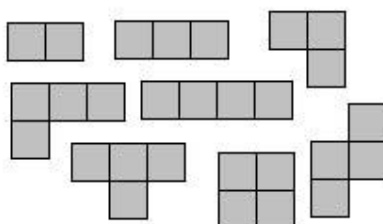


Figure 3. The different polymino shapes.

One can see that any tile is likely to belong to three kind of groups: thus, the yellow queen of clubs can be associated with any of the other yellow queens (hearts, spades and diamonds), but also with the other yellow clubs (king, knight and jack) or with the other queens of clubs (blue, red and green).

When a tile is placed in such a manner as to constitute a group, it earns its player a number of points equal to the number of tiles in the group. If it is placed in such a manner as to form several different groups, then the corresponding points are added. One can thus score:

- 1 point, if the tile does not form any group (this is the case of the first four tiles played, of course);
- 2 points, if it constitutes a domino with a tile already placed on the board;
- 3 points, if it constitutes a trimino with two tiles already placed on the board;
- 4 points, if it constitutes a tetramino with three tiles already placed on the board;
- 4 points also, if it constitutes two different dominoes with tiles already placed on the board;
- 5 points, if it constitutes a domino and a trimino with tiles already placed on the board;
- 6 points, if it constitutes a domino and a tetramino, or two triminoes, or three dominoes;
- 7 points, if it constitutes a trimino and a tetramino, or two dominoes and a trimino;
- 8 points, if it constitutes two tetraminoes, or two dominoes and a tetramino, or a domino and two triminoes;
- 9 points, if it constitutes three triminoes, or a domino, a trimino and a tetramino;
- 10 points, if it constitutes two triminoes and a tetramino, or a domino and two tetraminoes;
- 11 points, if it constitutes a trimino and two tetraminoes;
- 12 points, if it constitutes three tetraminoes.

If a player places a tile so as to score 5 points or more, he plays an extra turn, starting by drawing an extra tile if any is left.

On Figure 4 is an example: the player places the red knight of diamonds. This forms a trimino with two other red knights (hearts and clubs) on the right, which earns 3 points. But also a trimino with two other knights of diamonds (blue and yellow) below, which earns 3 more points. Then there is also a domino with the red queen of diamonds above, which earns two more points. Total: 8 points, so the player gets an extra turn. Please note that the green queen of diamonds, and the blue and green knights of hearts do not intervene, since they do not constitute any group with the tile which is being placed (red knight of diamonds).

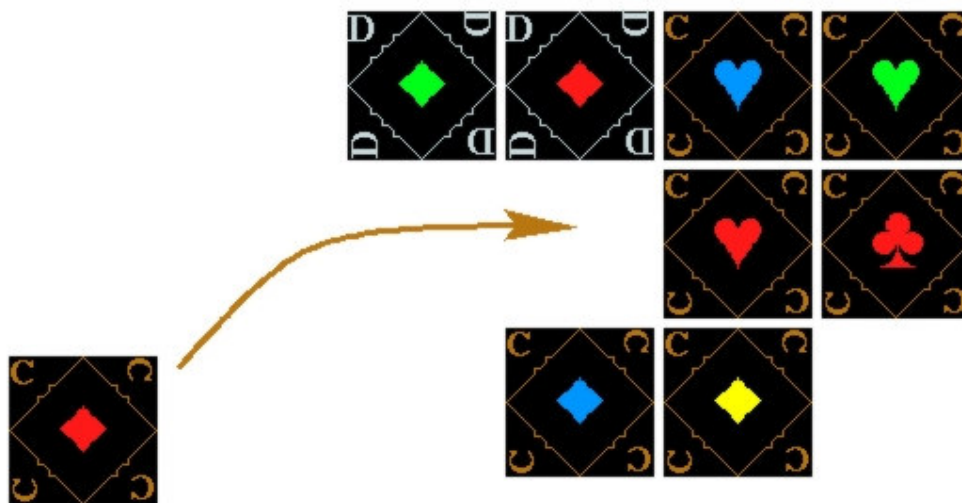


Figure 4. Example of a 8-points move.

The game is over when all 64 tiles are placed on the board. The player with the highest total of points (these must be monitored throughout the game) wins !