



Yourturnmyturn.com: Holomino rules

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Holomino Rules.....	1
Introduction and Object of the board game.....	1
Tiles used in the board game.....	1
Start of the board game.....	1
Playing the moves.....	1
Scoring.....	2
Blocking.....	3
Board Game end.....	3
Strategy and Tactics.....	3

Holomino Rules

Introduction and Object of the board game

Holomino is a domino-style board game with special tiles. The author of the board game is Cameron Browne, this game is added to our site by his permission. A holomino is a hexagonal tile with bites taken out of alternating corners and each of the three remaining corners assigned a different number between 1 and 6. There are 40 unique holominoes. Players score points for any circular holes formed on their move. Each hole is worth the sum of the three matching number pairs around the hole. The game ends when any player runs out of tiles or all players pass in succession. The player with the highest score wins.

Tiles used in the board game

There are 20 ways to combine the digits {1, 2, 3, 4, 5, 6} into triplets: 123, 124, 125, 126, 134, 135, 136, 145, 146, 156, 234, 235, 236, 245, 246, 256, 345, 346, 356, 456.



However, each combination may be oriented either clockwise or anticlockwise around each tile, as shown on the left. There are hence two unique tiles for each triplet of digits and a total of 40 unique holominoes.

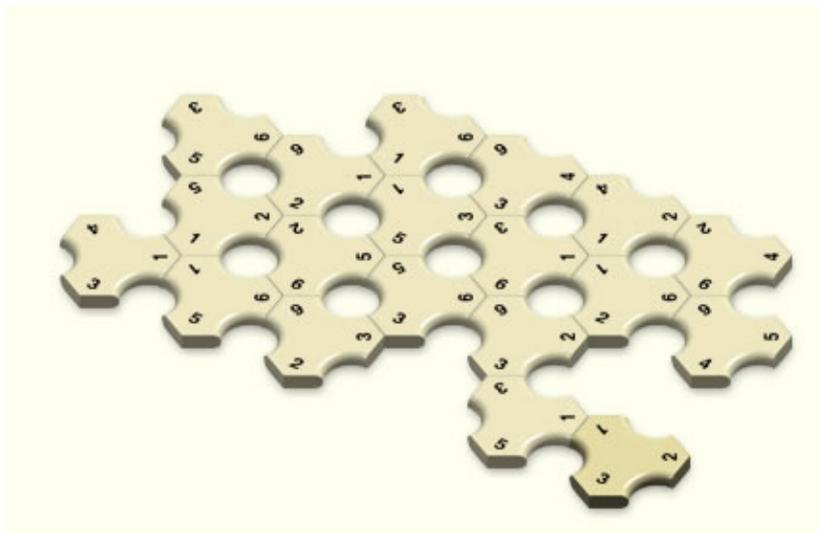
Considered in isolation, there are nine tiles that will match one existing corner, four tiles that will match two existing corners (unless identical), and one tile that will match three existing corners.

Start of the board game

Each player randomly gets three holominoes to form their pool. Pools are visible for your opponent and are the subset of tiles that the current player may play from each turn. To start the board game, a tile is drawn randomly from the remaining tiles and placed in the middle of the playing area.

Playing the moves

Each turn, the current player draws a random tile from the remaining tiles to supplement their pool, giving them four tiles to choose from (unless there are no more remaining tiles). They must play one tile from their pool tiles adjacent to at least one existing tile such that all neighbouring tile edges and numbers match. Players must move if possible. If the current player has no legal moves they must return one of their pool tiles to the supply of remaining tiles and pass that turn.

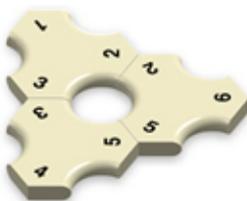


To play the board game on YourTurnMyturn.com, first select a tile from your pool above the board and then click on the place where you want to add the tile. Since only 1 side of a tile matches the number on a tile on the board, the tile is automatically rotated in the right position.

If a player places a tile near one of the edges of the board, the board will be shifted away from the edge if there is room on the opposing edge. This is done to prevent that the playing area is too small.

Scoring

Players score points for any circular holes formed on their move. Each hole is worth the sum of the three matching number pairs around the hole. If two or three holes are formed on the same move, then the scores from each hole are added up and multiplied by the number of holes made on the same move.



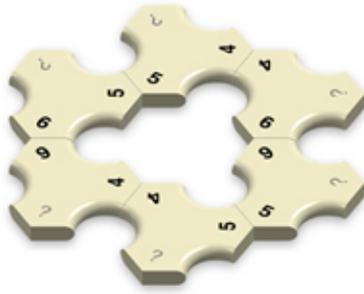
For example, this hole is worth:
 $(3 + 2 + 5) = 10$ pts.



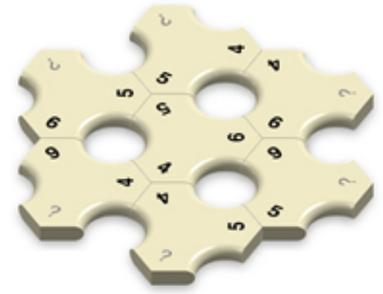
The minimum hole score is:
 $(1 + 2 + 3) = 6$ pts.



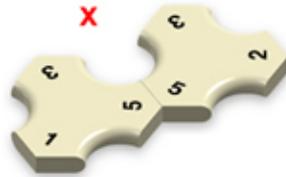
The maximum hole score is:
 $(4 + 5 + 6) = 15$ pts.



The maximum possible score for any move is to complete three maximal holes, as shown on the left (before) and right (after):
 $((6+5+4) + (5+4+6) + (4+6+5)) * 3 = 135$.
 This is rare!



Blocking



The figure on the left shows a blocked position. No tile can be played there as no tile has two 3s, hence this hole will never be closed.

Board Game end

The game ends when any player runs out of tiles or all players pass in succession. The player with the highest score wins.

Strategy and Tactics

Given the potential for making large scores, the losing player can always hope to make a comeback by arranging a double or triple hole. However, this means taking more risks. Multiple holes are difficult to achieve but worth the reward. For any position in which a multiple hole may be formed next turn, only one possible tile will complete the move. Do not set up a multiple hole play unless you own the tile that will complete it, otherwise there will be a 50% chance of the opponent drawing the tile to steal the points. The fact that the supplementary tile is drawn from the remaining tiles before each move means that players cannot plan their next move with absolute certainty; the opponent will have one random tile draw before then.

It can be a good move to offer the opponent a low-scoring hole if this leads to a higher-scoring opportunity in the future (sacrifice). Get your opponent to do your work for you. If the opponent's options are limited, try to make them play forced moves to your advantage, for example, making them play a tile that gives you a multiple hole play. Use blocking moves to stop the opponent forming double holes. Also use blocking moves to limit the opponent's options - but not yours!

Summary: Players should strive to set up multiple holes for which they have the key tile and which the opponent cannot immediately block.