Hex-Ominoes "Domino" Game

(2 to 4 players)

Object of the game

Build "strings" of patterns that share a feature.

Materials

Print pages onto card stock then cut each hexagon into 3 game pieces. Each game piece is called a rhombus because its surface is in the shape of a rhombus.

Directions

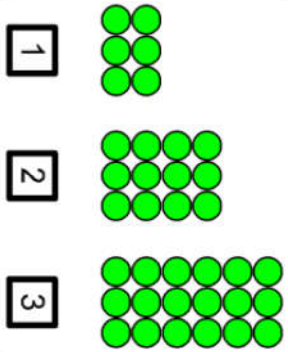
1. Place all rhombi face down to form the supply pile. One card is turned face up to become the start of a string. Each player chooses 5 cards from the supply pile.
2. The first player *plays* or *picks*. If he/she has a rhombus with a pattern whose rule has the same multiplier or constant as the starting card then he/she *plays* it along any side of the starting card. Play moves on to the next player.
3. If a player does not have a matching rhombus then he/she *picks* rhombi from the supply pile until a play can be made.
4. A *Free* rhombi card can be played on any side.
5. Play continues until someone plays their last card. This player then scores one point for each rhombus still in each of the other players' hands.

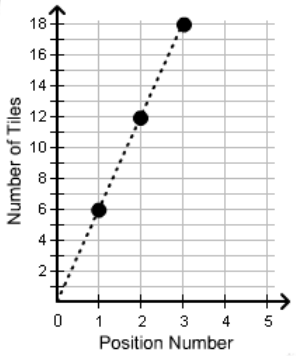
Other Suggestions

- Make new cards using the blank template.
- Use all the cards to form hexagons by matching three different representations of the same linear growing pattern.
- Form hexagons by matching any representations of three patterns with the same feature (e.g., a graphical representation and 2 pattern rule representations where the constant of each pattern's rule is 2).
- Form hexagons by matching three rhombi with the same representation (e.g., graphical) and the same feature (i.e., the patterns' rules have the same constant or the same multiplier).
- Separate the rhombi into three groups based on the type of representation (graphical, pictorial or pattern rule). Order the rhombi based on either the constant or multiplier of the linear growing patterns' rules.
- Create your own game.

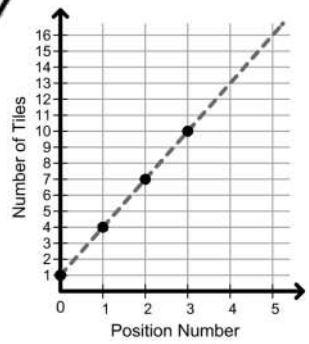
These two hexagons could be used to make a container for the game pieces.

Number of Tiles
= (Position Number) x 6

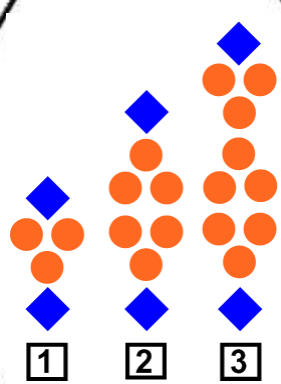


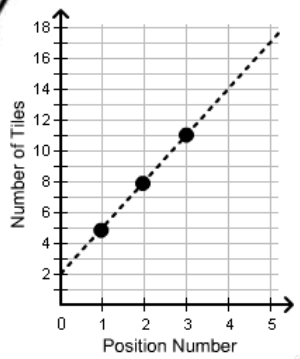


Number of Tiles
= (Position Number) x 3 + 1



Number of Tiles
= (Position Number) x 3 + 2





Number of Tiles
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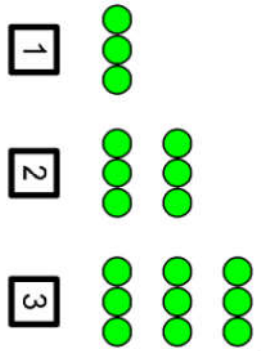
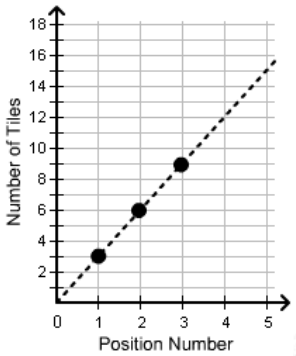
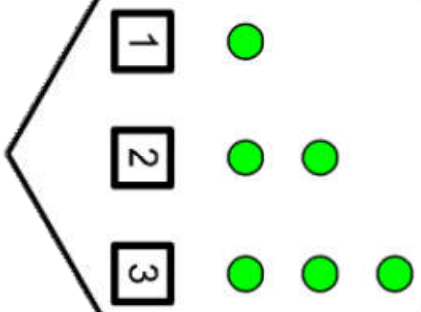
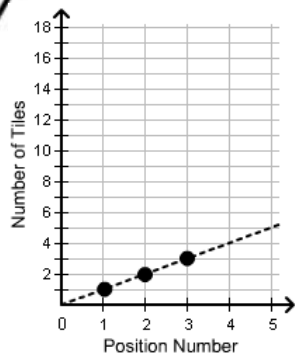


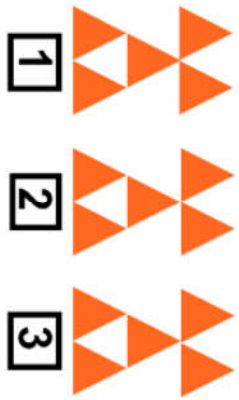


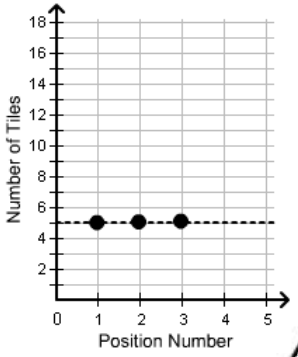
Number of Tiles
= (Position Number) x 1



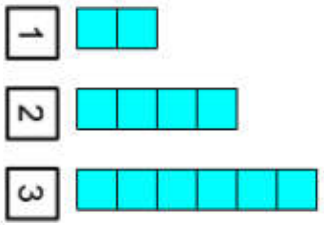


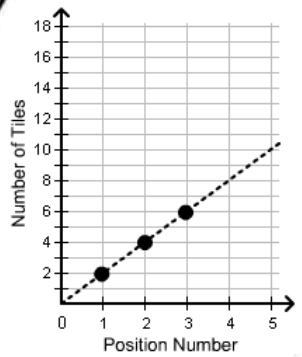
Number of Tiles
= (Position Number) x 0 + 5



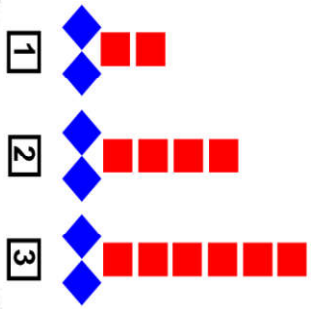


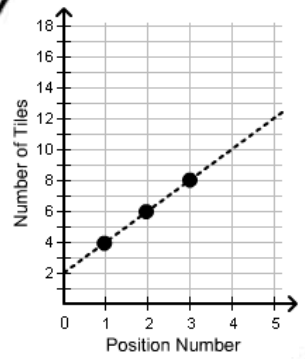
Number of Tiles
= (Position Number) x 2



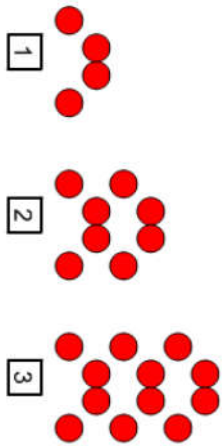


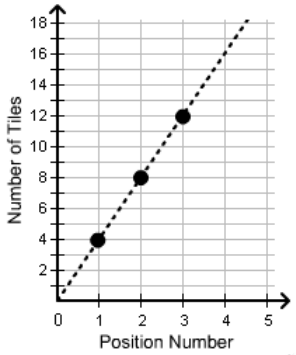
Number of Tiles
= (Position Number) x 2 + 2



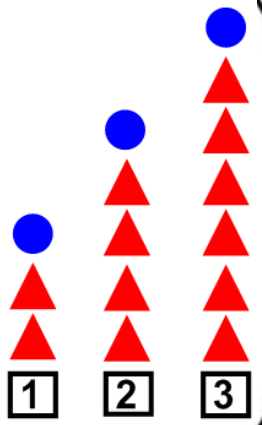


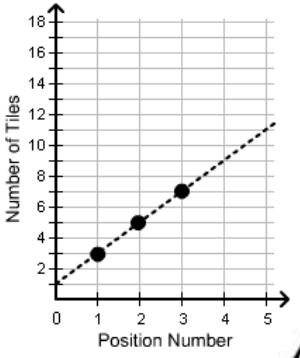
Number of Tiles
= (Position Number) x 4



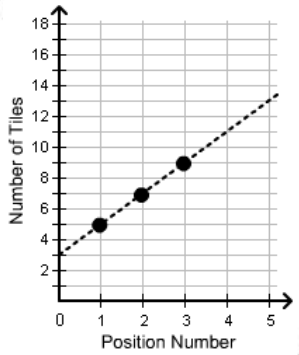


Number of Tiles
= (Position Number) x 2 + 1

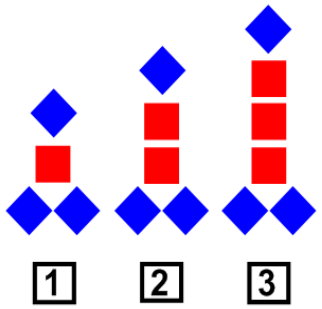


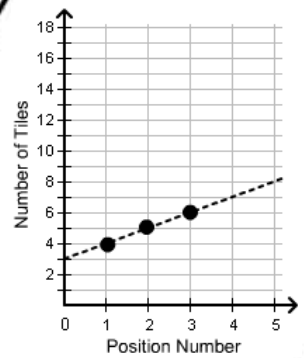


Number of Tiles
= (Position Number) x 2+ 3

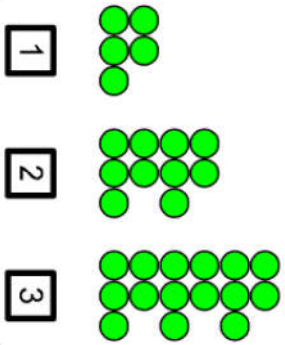


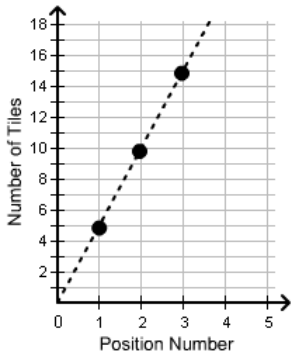
Number of Tiles
= (Position Number) x 1 + 3



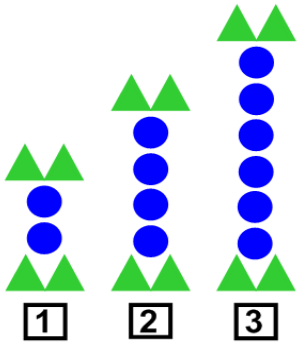


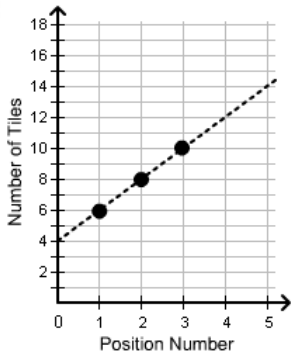
Number of Tiles
= (Position Number) x 5





Number of Tiles
= (Position Number) x 2 + 4





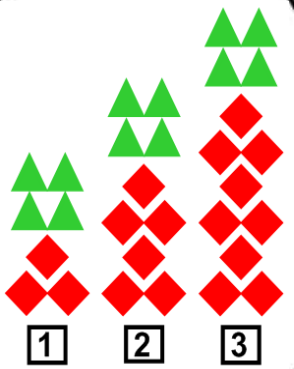
FREE

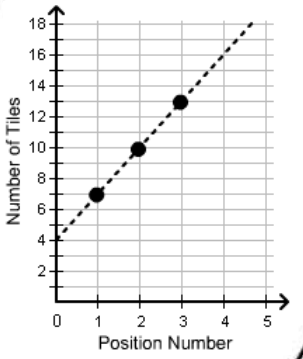
FREE

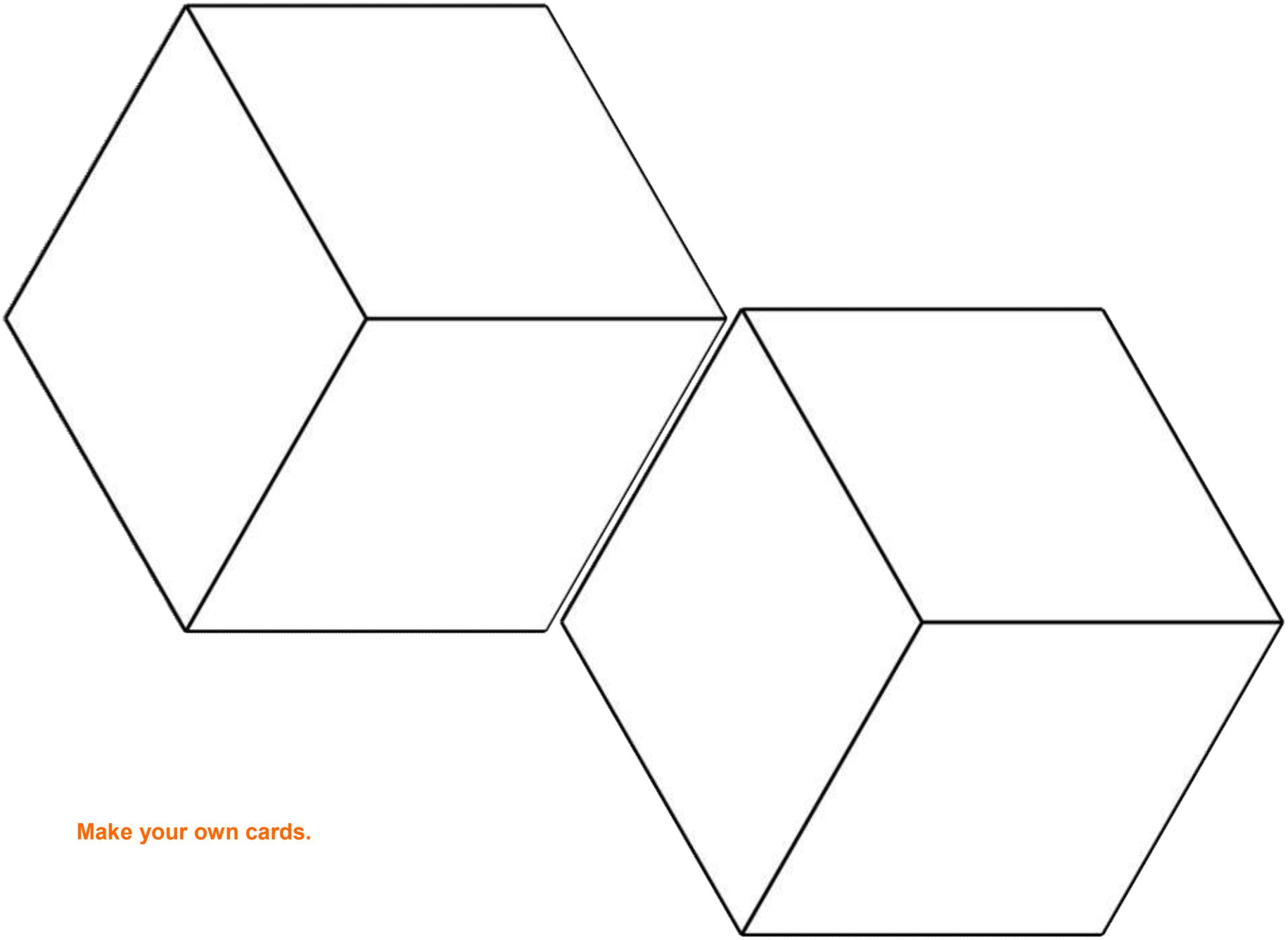
FREE

FREE

Number of Tiles
= (Position Number) x 3 + 4







Make your own cards.