

CondoWinium



Match and stack polyomino condominium units.

(Rules Updated: April 15, 2021)

Overview:

Players roll dice, match, align, stack and balance polyomino-shaped unit tiles.

Match the dice roll to the pip values on the tiles. Lay tiles adjacently or on top of another matching unit.

Win with the least unit values remaining.

The challenge is to get rid of all or most of your pieces to win.



Components:



Two sizes: 4x4 and 6x6

Setup:

- On the gameboard, lay one or more tiles face up as the first floor, for example:



- Give each player a blank blocking tile to start their **stockpile**
- Place all remaining tiles face down between the players as the **draw pile**
- Each player grabs any random tile from the **draw pile**
- Decide who goes first (eg lowest dice roll).

Draw Pile and Stockpiles

The tiles to be played will either originate from a common **DRAW PILE** between the players or each player will often have their own **STOCKPILE** of tiles in front of them.

Game Play:

On your turn, you will:

- Roll both dice
- If you already have a tile in your stockpile that matches an existing tile on the tower, place that tile
- Otherwise, pick up any random tile from the draw pile and attempt to place it


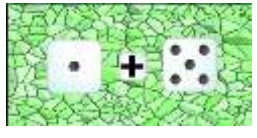

The next player on the left continues.

Players must always try to place a tile on their turn.

After all the tiles have been placed or no more placements can be made, proceed to final scoring.

Unit Types:

There are three types of units:

Standard unit		Match only <u>one</u> number per tile to either die roll
Double unit		Match two tiles without rolling the dice
Blocking unit		Place <u>anywhere</u> to block the next play. <i>Only double roll allows placement above this unit.</i>

Tile Placement:

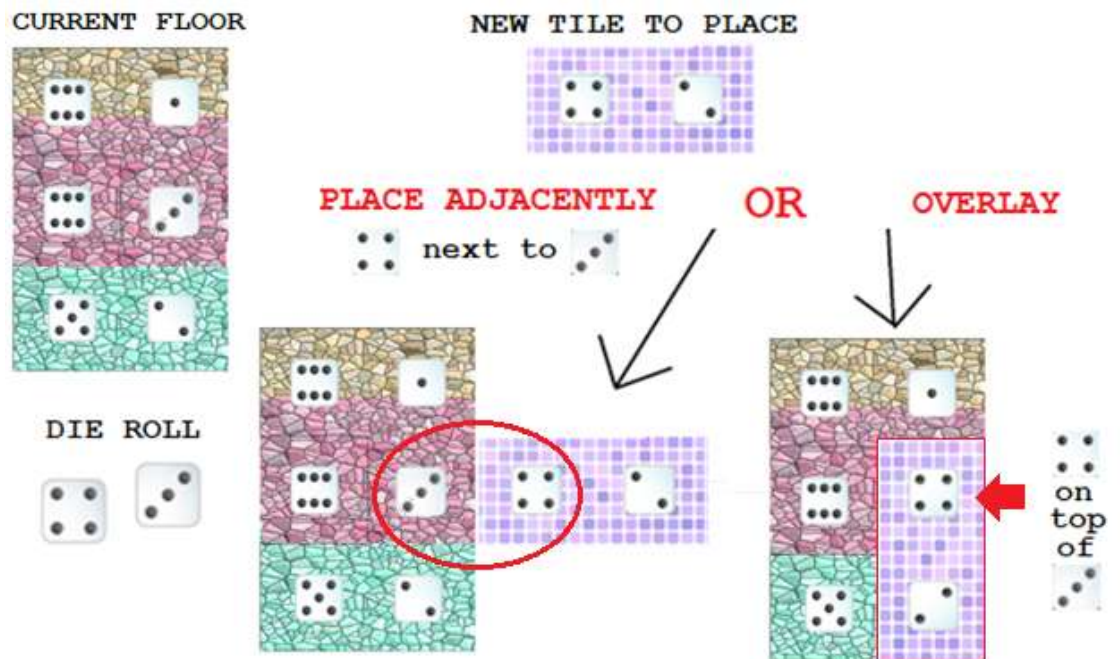
You will have two numbers to consider from the dice roll: a number on an existing tower tile and a number on the tile to be placed from your stockpile.

Matching and Aligning Units:

Two tiles must match the die roll. The number on an existing tile must match a number on the new tile being placed. The tile being placed will either align on top of the existing tile or adjacent to it.

To place a standard unit, match one number.

For example, rolling 4-3 means you must align a new tile with a 3, to an existing unit with a 4, or vice versa (4 to 3).



Adjacent placement must be on the same level (except not allowed on ground floor). Placement above can have empty level(s) beneath.

To place a **double unit**, you do not need to roll the dice. Just match the units exactly. For example, with units 4+2, lay the tile adjacent to, or above units 4 and 2 already in play:



Special + Placement:



The + is “wild” on a triple unit to allow matching of any unit.

Double Dice Rolls:

When you roll two of the same number on your dice (double roll), you have a choice:

- make your opponent pick up an extra tile then take your turn and play a matching tile

OR

- reroll (until you don't get doubles again) and match both numbers to place a tile (as if you are placing a double unit).

Blocking Tiles:

Tiles without numbers are blocking tiles.

They are placed to terminate building above them. However, any double roll allows a tile to be placed on top of a blocker.

Overhanging Tile Placement:

Overhanging is allowed as long as the tile can be balanced without falling. More than half of the tile must rest evenly on the stack. It is impossible to overhang a tile with two numbers. If the tower collapses, you lose.

Notes:

- You must always place a tile if two numbers match unless it won't balance.
- You cannot lay an adjacent unit on the ground floor.

Strategies:

- Don't leave placing of the largest tiles to the end of the game.
- Block your opponent at the right time.
- Overhang tiles to block an opponent.

End of Game:

Once the draw pile is depleted and no more tiles can be played from the stockpiles, the game is over. The winner is determined by least points. Each person adds up the die values of their remaining tiles. The player with the lowest value wins. A player with no tiles is always the winner.

In case of a tie, the youngest player wins.

Collapses:

If one or more tiles collapse on a player's turn, that player "owns" them.

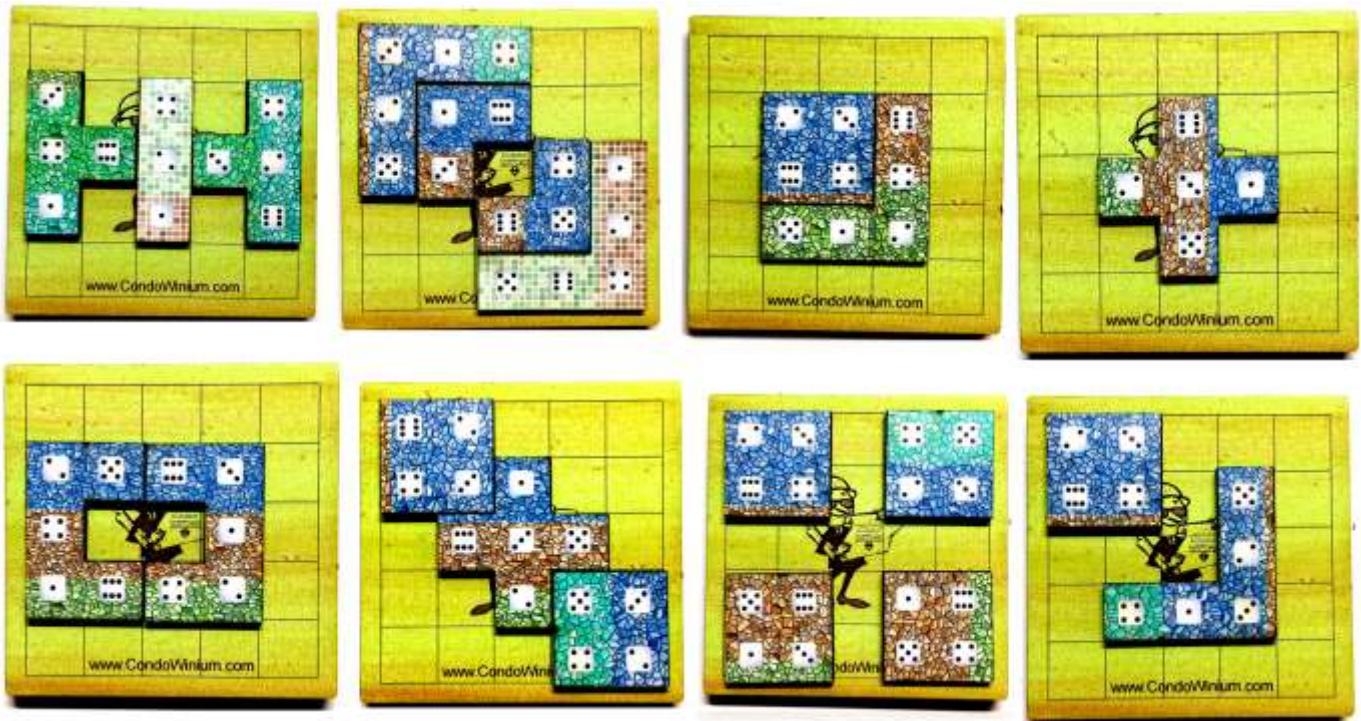
Sloppy Construction:

Should tiles become unstable, unbalanced or leaning due to "sloppy" construction, new units cannot be placed above them. Only levels tiles are playable.

First Floor Layouts:

To start the game, you need to lay the first floor. Select some tiles and place them in any configuration as your first floor.

The narrower the base, the harder the game. Here are some initial first floor suggestions:



Optionally, start with an empty board and fill most of the first floor with units, before building additional floors.

Solo Mode:

Lay one or more random tiles for your first floor. Flip all remaining tiles face down. Grab any tile and try to match one of the numbers with an existing number and lay the tile adjacent or above. Play until you have exhausted all tiles.

To score, count the pips (die marks) on your remaining tiles. Try to have no tiles remaining.

Scoring:

Score	Success Level
0	Master Builder
1-10	So-So Builder
11-20	Shoddy Builder
21-25	Home Wrecker
26+	Menace to Society

Multi-Player Build Mode:

Two or three players compete simultaneously to build the tallest tower.

Give each player a 2x2, 4-number unit as their first floor.

Keep all tiles upside down between the players.

Either player will roll two dice and all players must match units based on that roll if possible.

Game play is the same as regular mode except that all players play simultaneously.

Repeat until no more tiles remain.

The player with the tallest tower wins.



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