

#### Introduction

This is a strategy game for exactly three people. I designed it because there is a lack of three player games of any sort. The Triangle Game is a "self-balancing game" which means that a player who is behind can easily catch up. Therefore, no one is ever permanently out of the game.

### Objective

The objective of The Triangle Game is to get as many of your pieces into your home territory as you can. The game ends when someone gets two points. At the end of the game you get one point for every one of your stones in or on the border of your territory, and lose one point for every one of your stones squarely in your opponents' territories. You neither gain nor lose points for the pieces that are off the board.

### Overview

The board, based on Sierpinski's Gasket, is composed of a large triangle formed with colored sub-triangles, one for each of the players. These triangles are the home territories of each player. Each turn players place stones on the vertices of the triangles, and then slide stones of their color from vertex to vertex. Stones can form "Power Triangles" which give the owner of the triangle extra moves. A Power Triangles, when initially created, can also allow a player to pick up a piece from the board.

The colored dots in the centers of some of the triangles govern what color pieces a player can pick up when activating that triangle. More on Power Triangles and colored dots later.

### Setting up

Each player chooses a color and then takes three stones of each color not her own. So the dark blue player would take three light blue and three green and three white stones. These stones are called the player's "pool". Place the board on a table between the three players so the players each have their own color in front of them. Play begins with the youngest player and goes clockwise.

## Moving

When it is your turn, you must first place a stone from your pool onto the board. If you place a stone so that you activate a Power Triangle of your color, you can use the Power Triangle (see below for what this means).

After you place your stone and use any Power Triangles, you get to slide stones of your color. You get one slide plus one extra for every Power Triangle you have, including any unused Power Triangles created with placement. If you create another Power Triangle in the process of sliding, you gain the effects of that triangle as well. You do not have to use all of your slides or pickups.

If you have no stones of your color on the board, you can slide one of the white stones.

Physical board designed and game hand-crafted by:

Cesar's Sewing

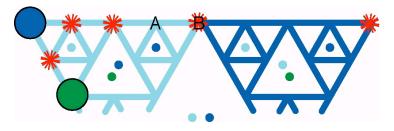
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# **Rules of the Slide**

When you slide a stone, you can only stop at a corner that is also a corner of the triangle you started from. There can not be any stones along the path of your stone. To illustrate this, see the diagram below with all the valid slides for the dark blue stone marked with red stars. Note, for example, that the spot labeled "A" is not available since it is not a vertex of any triangle that the stone is sitting on. Also note how the green stone blocks the dark blue stone from going down along the slanted edge of the big triangle it is on.



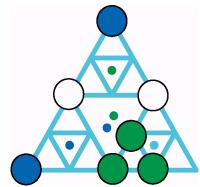
Note that the join between the two different territories ("B" in the diagram above) should be treated as a single vertex on the board.

#### **Power Triangles**

Any triangle of any size on the board that has each vertex covered by a stone of the same color or a white stone and does not have any stones on the edges is a Power Triangle for the player of that color. Note that one easy way to tell if a set of three stones is a Power Triangle is if the stones can each slide, with one slide, to where the other two stones are. An all-white triangle does not count as a Power Triangle. Each Power Triangle gives the owning player an extra slide on his turn.

If during a player's turn, he creates a Power Triangle of his color, he immediately gets an extra slide. This is true no matter whether he placed a stone to make the triangle or if he moved a stone to form it. Removing a blocking stone and leaving a Power Triangle behind is not the same as creating it, and no immediate effects are received for doing this. If the Power Triangle surrounds any center dots, then in lieu of getting an extra slide, a player can opt to pick up a stone of any color matching one of the center dots, or pick up a white stone, and place it in his pool.

Note that in the diagram, the dark blue Power Triangle at the top is surrounding a green spot. Given above, if the dark blue



player had just made this triangle she could have picked up any single green or white stone on the board. Also note the potential green Power Triangle surrounding the blue and green dots at center is broken due to the green piece along its right edge. The bottom left triangle is multi-colored and so it is not a Power Triangle. The bottom right all green power triangle gives the green player an extra slide each turn, but gives no possibility of pickup since it does not surround any dots.

A Power Triangle can not be used more than once per turn, even if it is broken and then reformed with different pieces.

## **Ending the Game**

The game ends when someone ends her turn with no pieces in her pool, or when, at the end of any turn, someone has two points.

Note that it is possible to end the game by removing an opponent's stone such that he has two points.

#### Credits



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