# Alek Erickson



Kanare Abstract





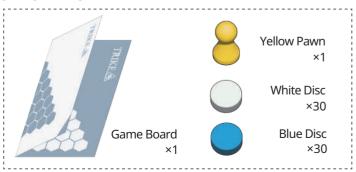


80

6+

In **Trike**, players take turns controlling a neutral pawn while placing discs of their color. The objective is to trap the pawn with more discs than your opponent!

#### **COMPONENTS**



#### SETUP

Determine the board size to be used (Board front / back). Decide in any appropriate way which player will be the host player and which will be the guest player. The host player places a white piece in any cell on the board and the pawn on top of it.

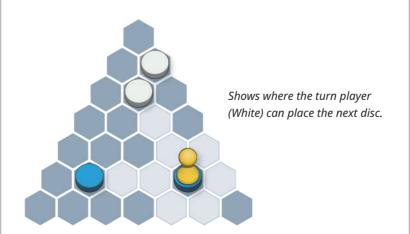


The guest player checks the placement and decides whether to be responsible for white or blue.

### GAMEPLAY

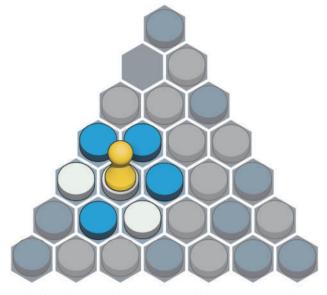
Thereafter, the blue player takes the turn and turns alternates. The active player performs the following actions in this order. Passing is not allowed.

- 1) Place a disc of your color on an empty cell on the same line as the pawn. At this time, the disc cannot be placed beyond other discs of any color.
- 2) Move the pawn on top of the disc just placed.



# GAME END

The game ends when the pawn is surrounded by discs and can no longer be moved. A player's score is the number of disks they own surrounding the pawn, or underneath the pawn. The player with the higher score wins. Draws cannot occur.



Example of endgame. White scores 3 and Blue scores 4, so Blue wins.

 $\mathsf{Game}\ \mathsf{design}\ \mathbb{C}\ \mathsf{Alek}\ \mathsf{Erickson}$