

Tritium

Tritium is an abstract strategy game for two players, who take turns creating and growing regions, and claiming them. Once the board is full, the player who controls most tiles wins.

Setup

- Board: a hexagon of hexagons without its center cell. Recommended sizes are 5 to 7.
- Hexagonal *tiles* in three colors, each in an amount equal to the number of cells of the board divided by three. These pieces are shared by both players.
- Player *flags* in two colors, in sufficient quantities.

Prepare one flag for each player next to the board, keep the rest in a supply.

Definitions

A *region* is a complete group of connected cells containing tiles of a single color. A region is *free* if it contains no player flags. A player *controls* a region if they have a strict majority of flags in it.

Gameplay

Players take turns. On their turn, a player must take one of the two possible actions:

1. Place a hexagonal tile of any remaining color on any empty cell.
- OR
2. If they have a flag of their own color prepared next to the board, place it on top of any tile in a free region. Once both prepared flags have been played, prepare again one flag for each player.

If they cannot perform any of these two actions, they must pass.

End

The game ends when both players pass in succession, that is: all the tiles have been placed, and there are no more free regions.

- Each player's score is the total number of tiles in all the regions they control.
- The player with the highest score wins.
- In the rare case of a draw, the player who played a flag first loses.

