# tritt

A strategy board game for 2 players
by Néstor Romeral Andrés.

## INTRODUCTION

**TRITT** is a two-player abstract board game, designed by Néstor Romeral Andrés in 2009.
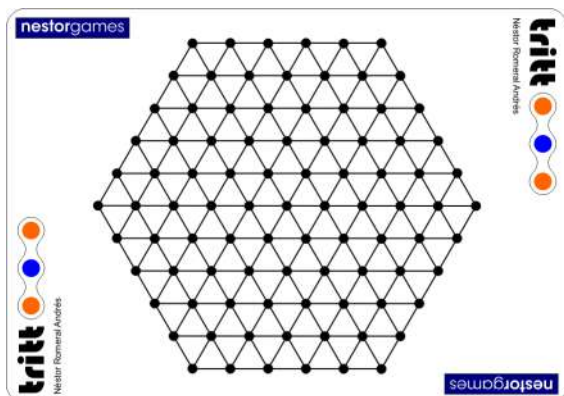
**TRITT** uses a special piece called **Tritton**, consisting in 3 aligned dots coloured **blue-orange-blue** (**bob**) or **orange-blue-orange** (**obo**).

The goal of **TRITT** is to place three dots of your colour in a row without making three dots of the opponent's colour in a row at the same time.

## COMPONENTS

This is what you need in order to play **TRITT**:

- An hexagonal board with 91 connected dots:



- 8 orange-blue-orange **Trittons.**

- 8 blue-orange-blue **Trittons**.

## GAME RULES

The game begins with an empty board.

Each player has an allocated colour: **Orange** or **Blue**. **Orange** player takes the **orange-blue-orange** Trittons. **Blue** player takes the **blue-orange-blue** Trittons.

The Orange player starts the game by entering one of his **Trittons** somewhere on the board. The three dots of the Tritton must be placed over 3 free aligned dots on the board.
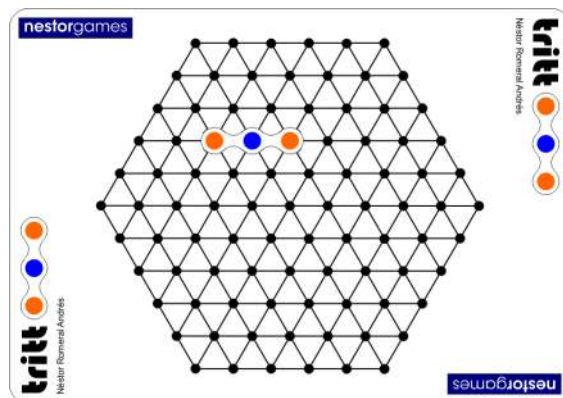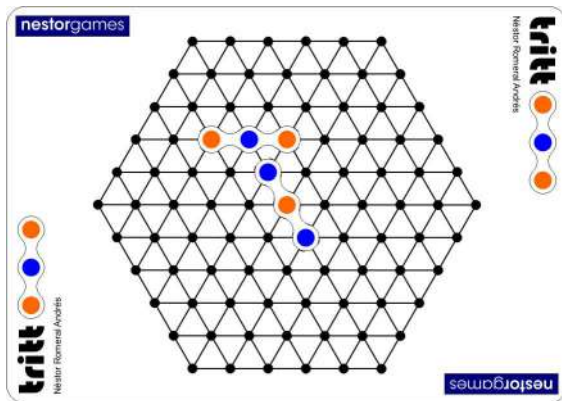


Example of initial placement

**First move equaliser**: Now, the **blue** player has the chance of changing colours if he wishes.

From now on, players in turn **must** do **one** of these **two** things:

- **Enter** one of his Trittons on the board, or
- **Move** an opponent's Tritton any number of steps along the line it is laying on (**variant**: move just one step).

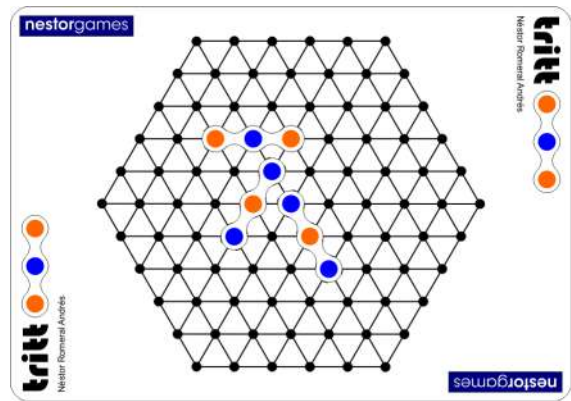Example: Blue player places a Tritton forming a line of 2 blue dots…
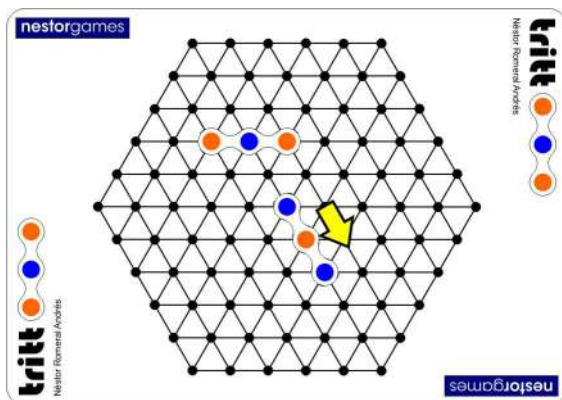


… and orange player moves the blue Tritton one space.
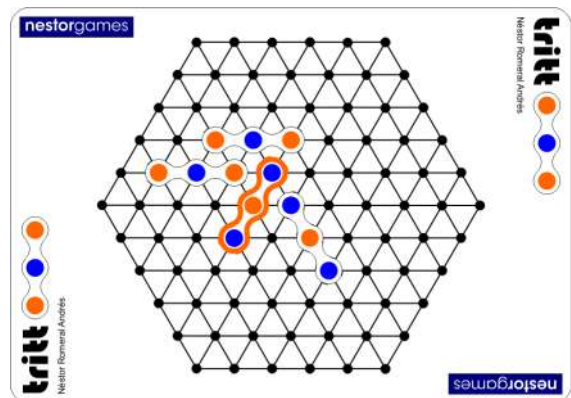
## END OF GAME

The game ends in one of the following cases:

- One of the players **wins** a game by making a line of three (or more) dots of his colour but not making a line of at least three dots of the opponent's colour at the same time.



Blue player wins

- One of the players **loses** a game by making a line of three dots of the opponent's colour.



Blue player loses if he plays the piece indicated in red.

- The game ends in a **tie** at any moment if both players agree.