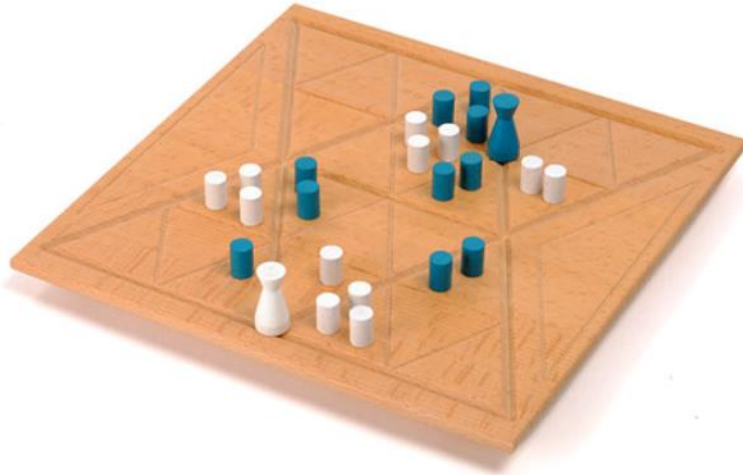


Triangoli

Designed by Klaus-Peter Rudolph

- 1 solid wood game board
- 2 pawns in different colours
- 2 sets of 18 cylinders in the same colours as the pawns



The game board

The playing area is composed of 24 small triangular spaces. These are divided into six sectors by the broader dividing lines. The pawns move along the lines that divide the triangles. These lines intersect. Each intersection is adjacent to up to six triangles.

Aim of the game

The aim is to occupy as many sectors as possible with more cylinders than your opponent when the game ends. Each sector scores points, but only the player with the most cylinders in a sector will score. The cylinders of the other player count for nothing.

Set-up

Each player receives one pawn and 18 cylinders of the same colour. They place their cylinders beside the board, in plain view, forming their reserve. Randomly determine who will be the first player. They place their pawn on any intersection they wish, then the second player chooses their starting intersection. Next, the first player takes their first turn.

Game play

Each turn is made up of three phases: movement, placement and exchange. A player always places and exchanges in triangles adjacent to the intersection their pawn moved to. The distance travelled determines the number of pieces placed and exchanged.

Movement

First, the player moves their pawn in a straight line of one, two or three intersections. Making a right or left turn is forbidden. The start and finish points must be intersections. The finish point must be adjacent to at least one unoccupied triangle. If that is not the case, the move is invalid and the player must choose another. It is not possible to leap over the opposing pawn when making a move. This rule can be exploited to prevent your opponent from moving in certain directions.

Placement

After moving their pawn, the player places cylinders from their reserve in an adjacent unoccupied triangle. The number of cylinders placed must always be equal to the number of intersections moved. Placing more or less is not allowed. If the player cannot place the required number, they must choose a different move. The cylinders must be placed in a single triangle; they cannot be distributed between multiple triangles.

Exchange

After placing their cylinders, the player exchanges some of their opponent's cylinders for their own. The number exchanged is equal to the number of intersections the player's pawn moved. The opponent's cylinders can be removed from multiple triangles, so long as they are all adjacent to the active player's pawn. Each cylinder removed is replaced by one of the active player's, placed in the same triangle. Removed cylinders are returned to the opponent's reserve.

If there are insufficient cylinders in the triangles or in the active player's reserve, then as many as possible must be exchanged. Once the exchange is completed, the player's turn is over. The other player's turn begins with moving their pawn.

Passing your turn

If a player is unable to make a placement because they do not have enough cylinders in reserve, they are required to pass their turn. However, if a player is able to make a move and placement then they must. A player cannot voluntarily pass.

End of the game and scoring

The game ends either when all triangles are occupied or when neither player is able to move. Next, majorities are assessed in each sector, one after the other.

The cylinders present in a sector are counted. Those of the player who has the majority remain on the board. The other player's cylinders are removed and score no points. In the case of a tie, both players' cylinders are removed.

The player who is left with the greatest number of cylinders on the board is the winner. In the case of a tie, the player who controls the most sectors is the winner. If the players remain tied then the game is a draw.

Translator's note

This is a translation of the French rules. I have gone my own way with some of the terminology. My pawns are called figurines in the French. The cylinders are first called cylindres and then marqueurs; I stuck with cylinders. In describing movement, the French rules refer to segments (a segment being one side of a triangle). I decided to reduce the number of game terms by one by using intersections. In a couple of places, I have added a few words of clarification. So, these rules tell the reader that broader lines divide the six sectors and that the cylinders they place beside the board during set-up are their reserve.

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<https://boardgamegeek.com/boardgame/237088/triangoli>