

# Triggle, Hex Pegs, Tri-lastic

1973, Theo et Ora Coster



- 1 hexagonal board with 54 holes and 37 pillars
- 88 pieces in 4 colors
- 1 set of elastic bands

## Objective of the game

By stretching elastic bands over the pillars, form and occupy as many triangles as possible.

## Setup

Each player takes all the pieces of one color.

Determine the first player (for example, the last one to have jumped on a trampoline).

The first player stretches an elastic band in a straight line and places it over four pillars of the board (without crossing any hole).

## Gameplay

Players take turns adding an elastic band to the board, always stretched over four pillars in a straight line.

The elastic must touch at least one other elastic (see Variant below). It cannot completely overlap other elastics in contact; in other words, it must connect at least two pillars that were not yet connected.

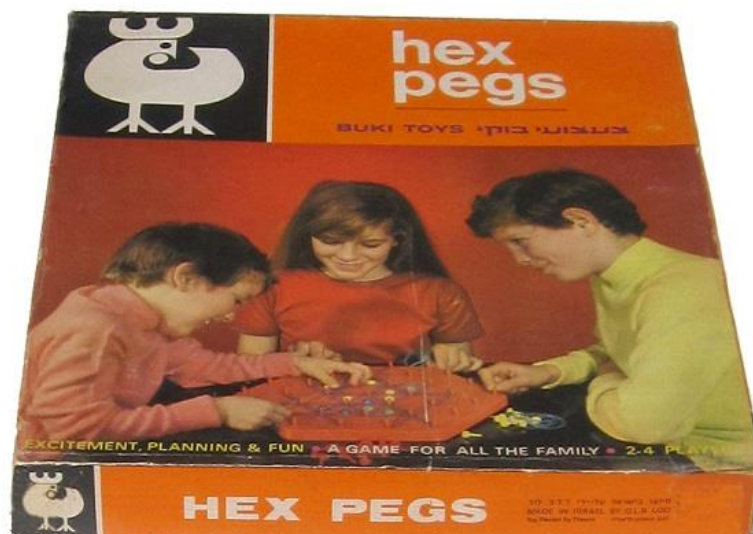
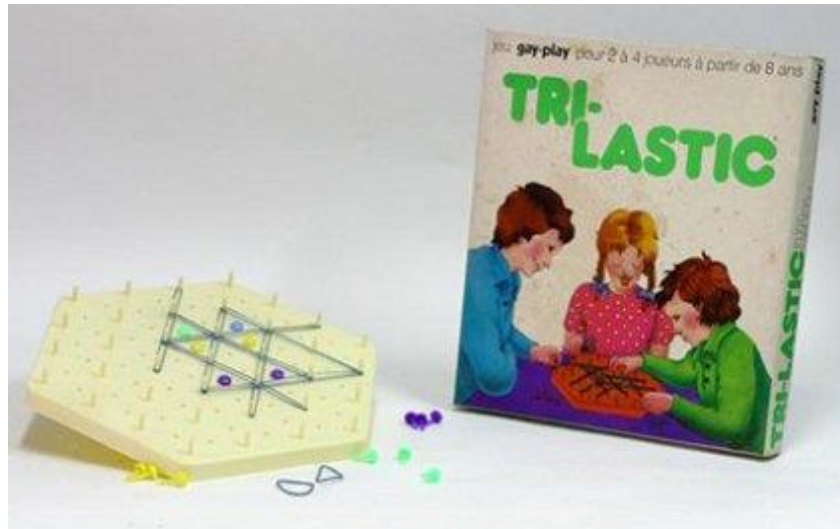
When a player forms one or more small triangles with the elastic just placed, they insert one of their pieces into the corresponding hole(s) to occupy those triangle(s).

### End of the game

The game ends when no more triangles can be formed or when a player places their last piece. The player who has occupied the most triangles wins.

### Variant

A player placing an elastic band is not required to touch an elastic already in place.



[Alternate rule description from [here](#)]

### GAME RULES

*Hex Pegs* consists of a hexagonal board made up of a regular tiling of 54 triangles, a shared set of elastic bands for all players, and 88 markers divided into four colors, one per player. A small peg (or point) is placed at each vertex of the tiling, allowing players to hook elastic bands when it is their turn to play. At the center of each triangle, a small hole is used to place the markers (figures 2 & 3).

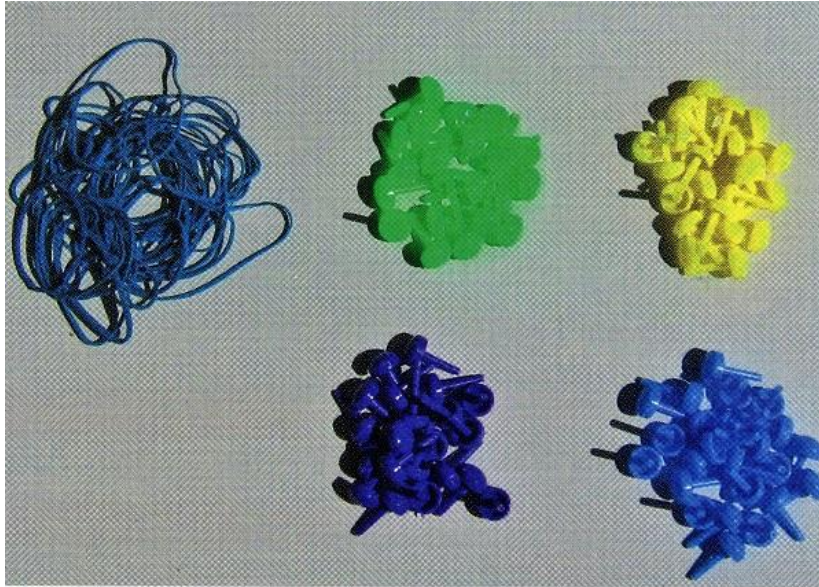


Figure 2 - Les élastiques et les marqueurs.

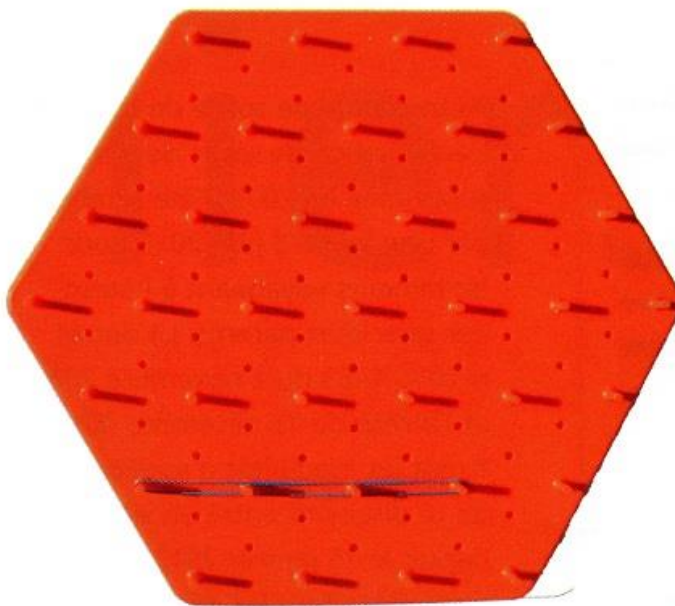


Figure 3 - Le tablier du jeu avec un exemple de pose du premier élastique.

### Objective of the game

To win, each player tries to conquer as many triangles as possible by hooking elastic bands onto the vertex-pegs of the triangles according to the rules below. A triangle whose two sides are already occupied by segments of elastic bands is acquired by the first player who completes the third side with a new elastic band. This player claims the triangle and marks it with one of their markers (figure 4).

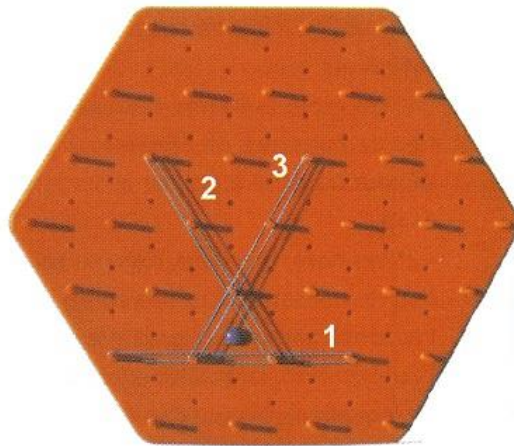


Figure 4 – Exemple d'un début de partie à deux joueurs (Bleu et Jaune). Bleu pose l'élastique « 1 », Jaune pose « 2 » puis Bleu pose « 3 » et entoure un triangle qu'il s'approprie. Il place ainsi un marqueur bleu au centre de ce triangle.

## Gameplay

Players take turns placing an elastic band in a straight line over four pegs of the board, without covering any holes (that is, without crossing the center of triangles). If this elastic completes the boundary of a triangle, the player places one of their markers in it. A player may acquire several triangles in a single turn.

At the beginning of the game, the starting player may place their elastic band anywhere on the board (figure 3). From the second move onwards, every elastic placed must meet the following conditions (figures 4, 5, and 6):

- Connect four aligned pegs without covering any holes.
- Share at least one peg already occupied by another elastic on the board (no elastic may be isolated).
- Not completely overlap an elastic already in place. A player may cover one, two, or three pegs already used by another elastic, but not all four.

Players are required to place an elastic on their turn, regardless of the consequences (for example, helping the other players' colors). A player may capture several triangles in one move, provided that their elastic completes the third side of each of them (figures 5 & 6).



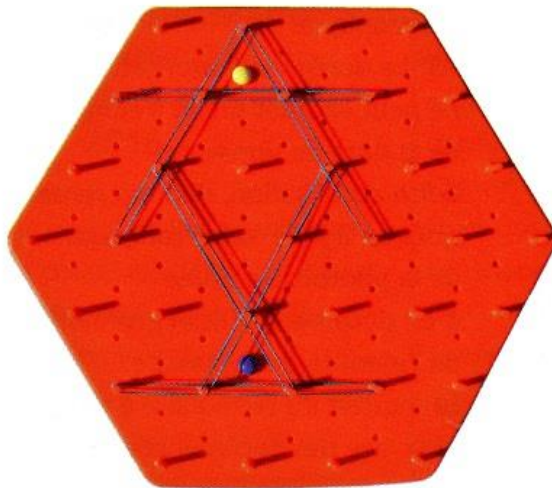


Figure 5 –  
Exemple  
d'un milieu de  
partie à deux  
joueurs où Bleu  
et Jaune ont  
chacun conquis  
un triangle.

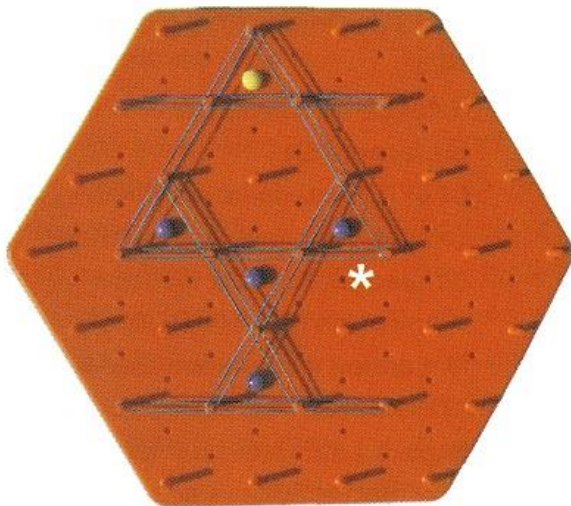


Figure 6 – En  
posant l'élastique  
horizontal (repéré  
par un astérisque),  
Bleu conquiert  
trois triangles  
en un seul coup.

### End of the game

The game ends when all the triangles are occupied by markers. The player who has conquered the greatest number of triangles marked with their color wins the game.

Commentary by Michel Boutin in *Les Cahiers de l'animation* #99 (2017):

**Hex Pegs** is a game manufactured in Lod, Israel by D.L.B. and published by Buki Toys Ltd. in the early 1970s. The publisher still releases the game today with a new design; players can buy it online or in specialty shops.

In 1973, the game was published in France under the name *Tri-lastic* by the company Gay Play, which was later absorbed by Nathan in 1987. *Tri-lastic* was honored with a full description in *La Revue du jouet* (March–April 1973), a French periodical aimed at toy and game professionals.

In this French version, the publisher suggested playing “Qui perd gagne” (“Who loses wins”): the rules above remain the same, but in order to win you must avoid

acquiring triangles when placing an elastic band. The tactics required are then very different. This kind of variant is “classic” in many games.

In *Hex Pegs*, the playing pieces are elastic bands. This is an originality, although the same trick can be found in a few other games, such as *Force* published by Invicta in 1977.

The game board, consisting of a tessellation of equilateral triangles, is cleverly designed: the small pegs at each vertex make it easy to hook elastic bands, and the holes at the center of the triangles prevent the markers from being dislodged sooner or later by a careless movement of the elastics.

If you don't want to buy the game or go through the trouble of making one with a board and nails, it is perfectly possible to play on paper by simply drawing a grid of equilateral triangles and using a few pencils!

Refs:

- <https://escaleajeux.fr/jeu/trigl.0.0>
- <https://yakamedia.cemea.asso.fr/univers/agir/jeux/jeux-de-societe/hex-pegs>

