Trickle

Trickle is an abstract strategy game in the spirit of the classic games, such as Chinese Checkers and Go. All of the game items can be controlled by any player, so there are no dedicated pieces for each player. This gives the game a unique strategic touch.

Players: 2 – 3 (you can try it out with 4 or 6 players

too)

Duration: 5-15 minutes

Pieces: a two-sided game board (one side for 2 player

game, other for 3 players), 19 glass beads

Setup

- Choose the correct version of the board, according to the amount of players. Decide which player "owns" which colored edges of the board.
- 2) Put 19 beads on the centermost hexes of the board.



Goal

Get more beads on the board sides controlled by you than anyone else in the game.

Rules

- Players act taking turns. On his or her turn the player must move one bead. Bead can be moved to an empty hex right next to it, or it can jump over one other bead to an empty hex straight behind it.
- 2) When bead lands to the outermost circle of hexes, it can not be moved anymore. The beads can not be moved off the board.
- 3) Beads can not be moved closer to the center of the board. They can only be moved along the circle they are on, or onto a circle closer to the edge of the board.
- 4) When a bead is moved, the next player can not immediately move the bead back to where it was moved away. The bead can be moved back, if some other bead is moved in between.

Game end

The game ends when all the beads are on the outermost hexes of the board. The corner hexes are neutral and beads on them will not give points to any player.

Calculate how many beads there are on each player's sides. The player that has the most beads on his or her edges wins the game.

Take "just one more round quickly".

Credits

The following people made this game possible.

Game Concept: Jaakko Kemppainen **Artwork:** Heikki Sillanpää

Find Out More

For rule variants and other Trickle related topics, please visit the game's blog: http://tricklegame.blogspot.fi