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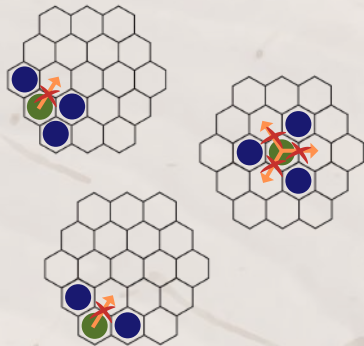
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Examples

The green token is captured due to lack of legal moves

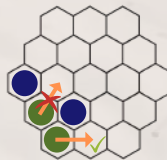


Examples



Both green tokens are captured.

Neither green tokens are captured.



Both blue and green tokens are captured.



TRINITY



By Ankur and Kayla Gupta

How to Play

Your goal is to capture 3 opposing tokens by strategically placing and moving your own tokens.

Recognizing the patterns of capture is key to your success. Knowing when to place a token versus holding onto it for later will also be to your benefit.

You will start with 5 unplaced tokens at the beginning of the game.

On Your Turn

Place an unplaced token on any open space

-or-

Move a placed token one space in any direction adhering to the Movement Restriction

-or-

Place a dead space tile on any open space on the outer ring of hexes

Movement Restriction

A token cannot move across a hex edge that connects adjacent hexes occupied by opposing tokens



Captures

A token is captured and removed from the game when an opposing token completely restricts its movement.

If a token's movement is restricted because of another token of the same color, it is only captured if that other token does not have a legal move.

A token placed in a space where it would have been captured is captured along with any other tokens it may have captured by occupying that space.

Dead Spaces



A player is rewarded a dead space tile when their token is captured. This tile may be placed on an open space on the outermost ring of the board.

Dead spaces change the shape of the board. Tokens cannot be placed on or moved through dead spaces.