**TRANGLAR**

Tranglar is an abstract strategy game with 2 players that lasts about 15-20 minutes. In this game we try to conquer the board using double-sided geometrical shapes that are made up of triangles.

Starting the game, we place the board and each player chooses a colour, green or petrol and takes 17 pieces and 3 white neutral triangles as shown in the rulebook.

Aim of the players is, at the end of the game, to have the most space of the board covered by their own coloured pieces.

We determine the first player that picks one of the large neutral pieces and places it wherever he wants on the board. The other player takes the neutral piece left and places it likewise. Then the game begins.

In every turn, each player chooses among 4 different actions:

1. Simple placement. We position wisely our piece onto the board keeping in mind that the piece should fit into the grooves of the board and at the same time it should not get trapped. A piece is considered trapped when more than half of its sides touch an opponent’s piece. A side is trapped even if the half of it touches an opponent. Please note that we cannot place a piece in a position that is already trapped. If we trap an opponent’s piece during our turn, we flip it to our own colour.
2. Replacement of our own pieces. We can replace one bigger piece of ours with other smaller pieces or smaller pieces with one bigger of our own colour. Bear in mind that we should always cover the same space on the board.
3. Attacking and replacing an opponent’s piece with two or more of our own coloured pieces. These pieces should occupy the exact same space as the original piece. Then, the piece we attack becomes ours.
4. Pass. If we have not any move to make, we can forfeit our turn.

The game ends when one of the following conditions are met:

1. The board is filled.
2. Both players pass.
3. One of the players concedes.

Winner is the one that occupies the most of the board space with his pieces.

Some special rules:

1. The large parallelogram cannot be flipped when trapped. It can only be attacked.
2. In order to trap an opponent’s trapeze, we need to have our own equivalent piece to replace it because of their different orientation. If we don’t have it, the trapeze cannot be replaced even though it’s trapped. If we acquire the equivalent piece in the next rounds, we can replace the trapped trapeze but this will count as an action.
3. The small triangles cannot be attacked.
4. We use the neutral triangles only if we haven’t any of our coloured ones left to use.