

TRIGONY®

Number of players

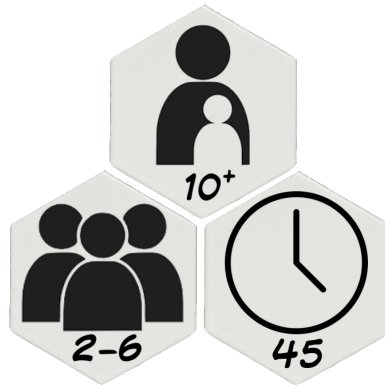
2 to 6 players

Age

10+

Playtime

Up to 45 minutes



TRIGONY GAMES

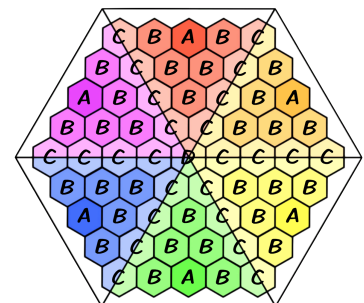
Game components

1 game board	6 brown pawns	1 green pawn	43 black tiles
1 dice	1 red pawn	1 blue pawn	29 brown tiles
9 white pawns	1 orange pawn	1 purple pawn	
9 black pawns	1 yellow pawn	43 white tiles	

Game board and game pieces

The game board consists of 6 different coloured triangles; red, orange, yellow, green, blue and purple, with the following areas:

- A. Start Field - the dark field in the middle of the bottom edge of the coloured triangle.
- B. Safe Zone - the six fields in the middle of the coloured triangle, including Start Field A.
- C. Conflict Zone - the area where two coloured triangles overlap.
- D. Center - the area of the Conflict Zone where all six coloured triangles overlap.



The game is played with the following game pieces:

Pawn: This game piece can threaten, beat and be beaten.

Pawn tile: A tile that has the same colour as the pawn. This game piece can be beaten.

Trigon: A powerful pawn. This game piece can threaten, beat and be beaten.

The dice bears the six colours of the coloured triangles on the game board.

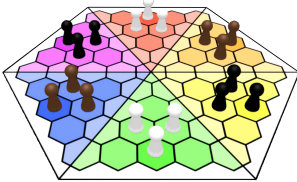
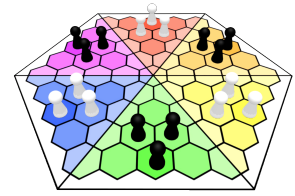
Goal of the game

Be the first player or team to occupy one of your own coloured triangles with tiles of your own colour.

Setups

2 players:

White puts one pawn on the start field and two pawns on the two fields above of it in the red, yellow and blue triangle. Black does the same, but in the orange, green and purple triangle.



3 players:

White puts one pawn on the start field and two pawns on the two fields above of it in the red and green triangle. Brown does the same, but in the orange and blue triangle. And black does that in the yellow and purple triangle.

4 players:

If the game is played with 4 players, 2 players will play solo and 2 players will play together in one team. The setup is a 3 player setup where for example black and white are played by one player and brown by two players in a team.

5 players:

If the game is played with 5 players, 1 player will play solo and 4 players will play together in two teams. The setup is a 3 player setup where for example black and white are played by two players in a team and brown by a solo players.

6 players:

If the game is played with 6 players, everyone plays in teams. Either in the 2 player setup with two teams of 3 players, or in the 3 player setup with three teams of 2 players.

Game rules

Start of the game

One of the players will throw the colour dice. The player whose pawns are in the triangle of the colour that is thrown starts the game. In a 2 or 3 player game, the player may choose freely in which of their own coloured triangles they start. In a 4, 5 or 6 player game, the game starts with the player playing in the coloured triangle of the colour that is thrown.

Game play

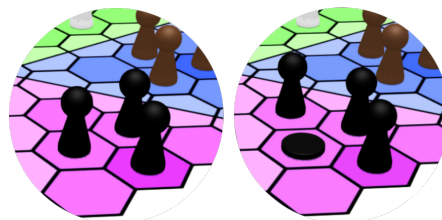
The active player has one of the following options:

1. Move one of their pawns.
2. Throw once with the colour dice.
3. Passes their turn.

Then, in a 2 or 3 player game, it is the next players turn, moving clockwise, who can choose freely in which of their own coloured triangles they play. In a 4, 5 or 6 player game, it is the turn of the player in the next coloured triangle, moving clockwise, who can choose to play in any of their triangles for both team players or solo players.

Moving a pawn:

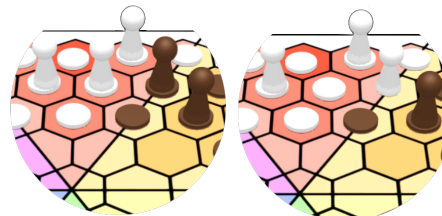
Moving a pawn to an adjacent field within its own coloured triangle, the pawn leaves a footprint behind, so the player places a pawn tile in the colour of the pawn in the field that it just left.



Beating a pawn and/or pawn tile:

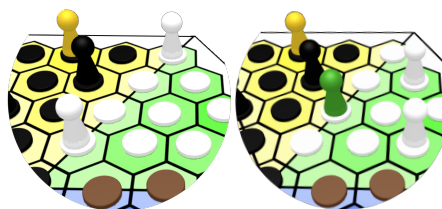
A pawn, a pawn tile, or a pawn and pawn tile can be beaten, if threatened by two or more pawns of the same colour, and if it is in the conflict zone.

If a pawn, a pawn tile, or a pawn and pawn tile is beaten, it is removed from the game board. In the safe zone, a pawn, a pawn tile, or a pawn and pawn tile cannot be beaten.



Line protection:

A pawn tile cannot be beaten if it is in line protection. This is when in the conflict zone two pawns are both standing on a pawn tile with a line of pawn tiles between them. Or when a Trigon is standing on a pawn tile with a line of pawn tiles on either side of it. But both the pawns or the Trigon can be beaten according to the rules, breaking the line protection.

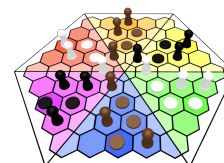


Throwing the colour dice

If the colour of one of the coloured triangles of the active player or team is thrown, the player can place a pawn on the start field, but only when this is empty. The condition is that there are no more than 4 pawns, including a Trigon, in a coloured triangle. If another colour is thrown nothing happens and the turn ends.

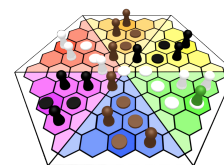
A pawn reaches the center of the game board

When there is no pawn tile on the center yet, a pawn can only reach the center if it is approached by two or more pawns of the same colour. When the center is reached the player has the following choices:



1. The pawn promotes into a Trigon.

The pawn that reached the center of the game board is removed from the game board. The pawn leaves a pawn tile behind on the center. The Trigon is placed on the start field, but only when this is empty. If the start field is not empty, the player loses its pawn and no Trigon is placed. *Note:* The Trigon must be placed on the start field of the coloured triangle from which the pawn reached the center of the game board and it has the colour of the triangle in which it is gained.



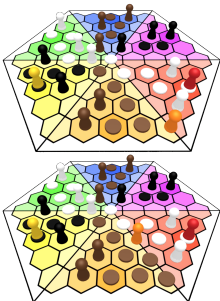
2. The pawn migrates to the start field of one of its coloured triangles.

The pawn that reached the center of the game board migrates to the start field of one of its own coloured triangles, but only when it is empty. If the start field is not empty, the player loses its pawn. The condition is that there are no more than 4 pawns, including a Trigon, in a coloured triangle. The pawn leaves a pawn tile behind on the center.



A Trigon reaches the center of the game board

If a Trigon reaches the center of the game board, it degrades and is removed from the game board. The Trigon leaves a pawn tile behind on the center. A pawn is placed on the start field, but only when this is empty and when the player has pawns next to the game board. If not, the player loses its Trigon and no pawn is placed.

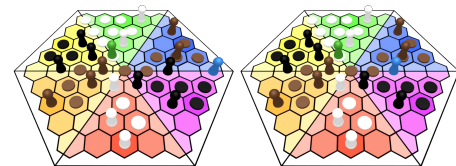
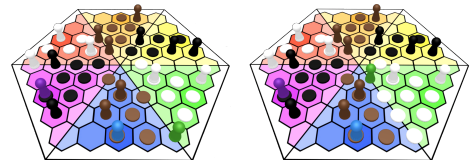


Moving a Trigon:

Unlike pawns, a Trigon can be moved any number of empty fields or fields with pawn tiles of the colour of the pawns of the payer in a straight line up to a field with a pawn tile of the opponent. The Trigon leaves footprints behind, so the player places pawn tiles in the colour of the pawns of the payer in any of the empty fields the Trigon left. Note: A Trigon can only be moved within the coloured triangle in which it is gained.

Beating a pawn tile with a Trigon:

A Trigon can beat one or more pawn tiles according to the rule “Beating a pawn and/or pawn tile”, if threatened by the Trigon and one or more pawns of the own colour. Note: A Trigon only threatens in a straight line within the coloured triangle in which it is gained.



Beating a pawn with a Trigon:

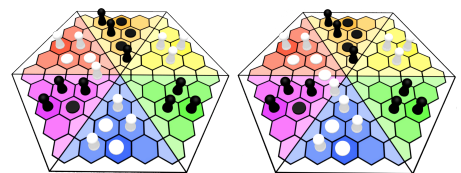
A pawn can be beaten by a Trigon according to the rule “Beating a pawn and/or pawn tile”, if threatened by the Trigon and one or more pawns of the own colour. Note: A Trigon only threatens in a straight line within the coloured triangle in which it is gained.

Beating a Trigon:

A Trigon can also be beaten according to the rule “Beating a pawn and/or pawn tile”.

Moving over to another colour triangle:

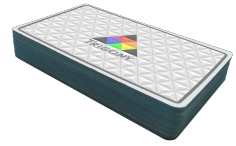
Solo players or teams, who possess three coloured triangles, can move over to another coloured triangle alongside the center of the game board. The condition is that there are no more than 4 pawns, including a Trigon, in a coloured triangle.



TRIGONY® INTRYGO

Intrygo variant

This variant adds intrigues to the game, so you can plan something to harm your opponent unexpectedly. Adding game cards to the game increases the chance of winning the game by luck, so less strategy is required. The rules are as described above with the following addition.



Game components

A set of 21 cards with a grey border on the front side to be used in a 2-player game or 6 player game with two teams of 3 players. Adding 4 cards with a brown border on the front side to the 21 cards with a grey border on the front side makes a set of 25 cards for a game with 3, 4 or 5 players, or a 6-player game with three teams of 2 players.

Number of cards per player

The number of cards per player depends on the amount of players and the chosen setup. A rule of the thumb is that the number of cards a player gets is equal to the amount of coloured triangles he possesses.

2 players:

Every player starts the game with 3 game cards. This is also the maximum the player may hold in hand during the game.

3 players:

Every player starts the game with 2 game cards. This is also the maximum the player may hold in hand during the game.

4 or 5 players:

The solo player(s) will start the game with 2 game cards. The team players will start the game with 1 game card. This is also the maximum the player may hold in hand during the game.

6 players:

Every player starts the game with 1 game card. This is also the maximum the player may hold in hand during the game.

Game rules

Game play

The active player has one of the following options:

1. Move one of their pawns.
2. Throw once with the colour dice.
3. Play a card.
4. Trade a card by putting a card open on the discard pile and drawing a new one from the closed draw pile.
5. Draw a card from the closed draw pile to replenish their hand.
6. Pass their turn.

If a solo player or a team is out of cards, they can replenish their hand again to the maximum amount at the end of their turn.

Team players may look at each other's game cards and trade them with each other at start of their turn.

Played cards are put open on the discard pile. New cards are drawn from the closed draw pile. If the draw pile is empty, the discard pile is shuffled and turned with the back side up to become a new closed draw pile.

Kind of game cards

<i>Card</i>	<i>border colour</i>	<i>Amount</i>	<i>Action</i>
Strike force	Grey	3	Choose a pawn or Trigon and/or a pawn tile of an opponent which you beat in a one-on-one fight.
Dynamite	Grey	3	Choose a protected line of an opponent. The line protection is broken, and you can beat a pawn tile according to the rules.
Deserter	Grey	3	Choose a pawn of an opponent. The pawn will be removed from the game board.
Strengthening	Grey	3	You may put a pawn, but not a Trigon, back on the game board on a free start field in one of your own coloured triangles.
Defector	Grey	1	Choose a Trigon of an opponent. His Trigon will defect to a free start field of your choice in one of your own coloured triangles. The Trigon changes colour when defected.
Promotion	Grey	1	A pawn of your choice promotes into a Trigon but remains on the same position of the game board.
Degradation	Grey	1	Choose a Trigon of an opponent. The Trigon degrades into a pawn but remains on the same position of the game board.
Migration	Grey	1	Migrate your own pawn or Trigon to a free start field in one of your own coloured triangles. Note: A Trigon changes colour when migrated.
Infiltrator	Grey	1	Choose a safe zone of an opponent. The safe zone can be infiltrated by a pawn, but not a Trigon, beating in this turn and if possible, in the subsequent turns, a pawn or Trigon and/or a pawn tile. Note: The infiltrator can be beaten in return according to the rules.
Ally	Brown	3	Choose an opponent and an ally. This turn you can beat a pawn tile and/or pawn or Trigon that is threatened by a pawn or Trigon of you and your ally.
Immunity	Brown	1	Lay this card open in front of you and choose an opponent. You may not attack each other anymore. You can break the immunity by putting the card on the discard pile at the end of your turn. Your opponent breaks the immunity by throwing the colour dice at the end of his turn. When your opponent throws the colour of one of your coloured triangles, the immunity is broken.
Spy	Grey	3	Choose an opponent, solo player, or team. You can look at all the cards and steal one. You can directly play the stolen card if you wish to do so.
Counterspy	Grey	1	This card protects you against a spy.