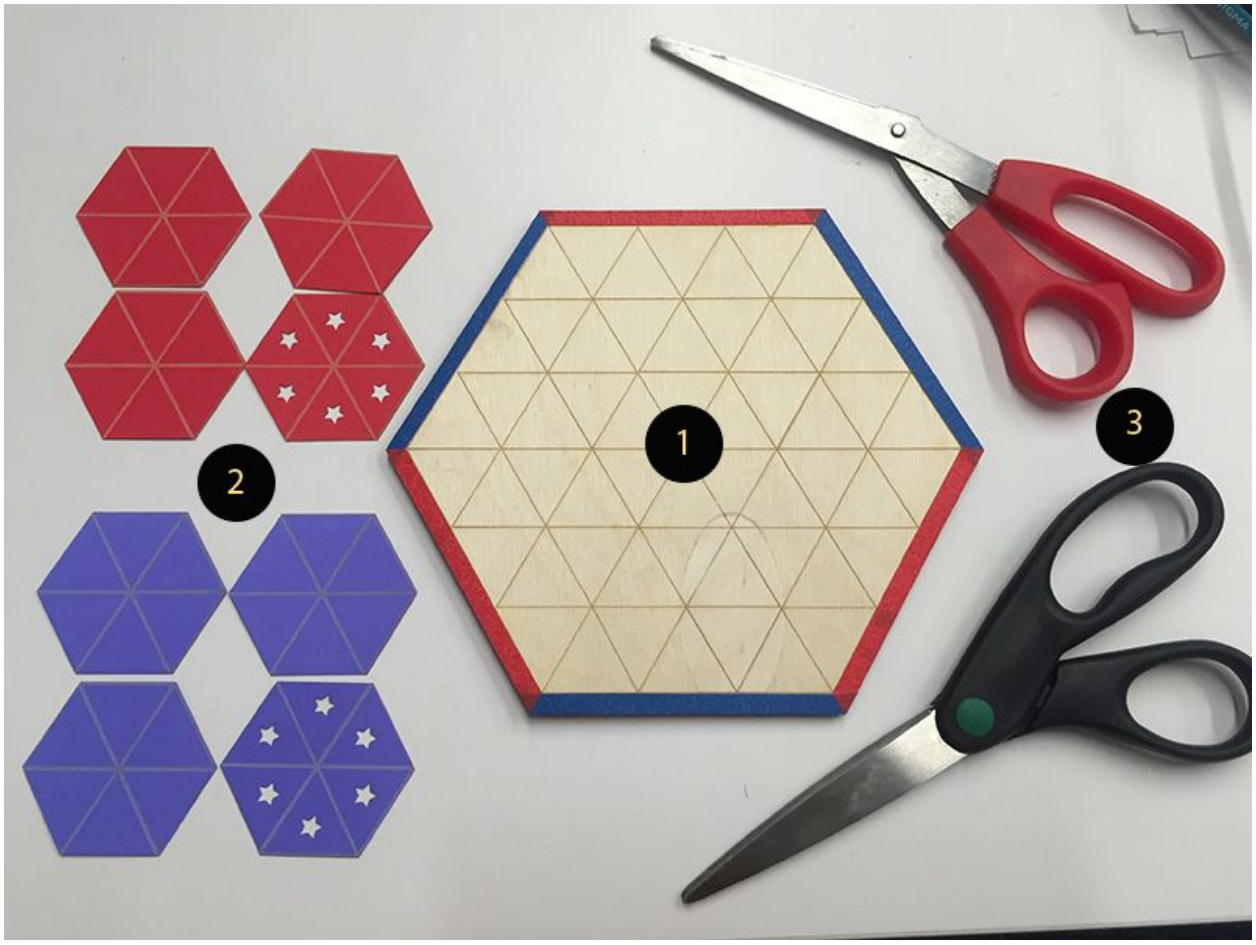
By Vivi Yu and Jeff Petriello

Tryangles is a two-player competitive abstract strategy game. In Tryangles players need to use scissors to cut their own hexagon paper pieces, and try to create a continuous route to link their own three borders.

Items:



1. A hexagon board with color borders marked
    a. should have three red borders and three blue borders showing alternatively
2. 8 hexagon papers including:
    a. Three red hexagons and a special red hexagons with stars
    b. Three blue hexagons and a special blue hexagons with stars
3. Two scissors

Goal:

Try to be the first player who create a continuous route to link your own three borders. If no one can achieve the goal, the player who has more continuous connected triangles win the game.

Setup:
Each player pick a color, and grab the corresponding hexagon papers and one scissors. Then put the board in the middle of the table.

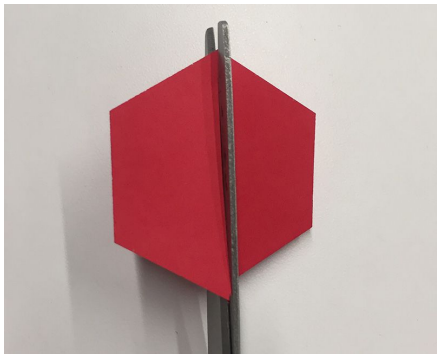
Gameplay:
Start from the **Red** player, then players take turns to do **two** actions in their own turns. The two actions can be :

1. One cut + One place down, or
2. Two cuts, or
3. Two place downs.

You must do two actions per turn. All the paper pieces on the board are not hidden information.

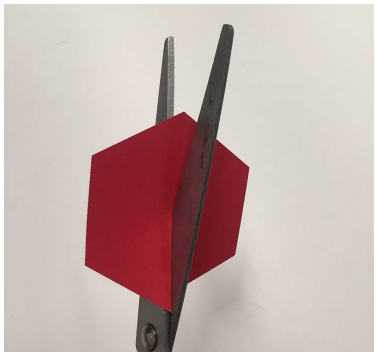
About **cutting**:

1. Player can only cut along the lines
2. When we say one cut, it means cut the paper without turning the scissors:



One cut to get two trapezoids

Or

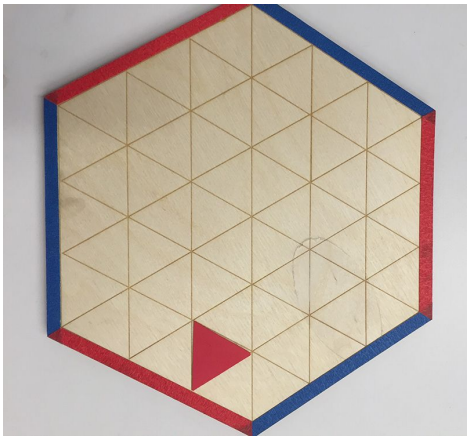


One cut to the center point

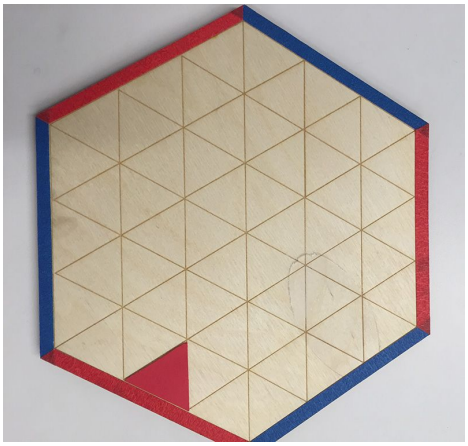
About **placing down**:

1. The whole hexagon papers can't be placed down directly on the board, you must cut them!!
2. The pieces from the normal hexagon paper(without stars) can only be placed down on the empty spaces
3. The special pieces from the star hexagon paper can only be placed over other pieces
    a. When you place down the pieces, all the stars on that pieces must be filled by either blue or red
    b. You can use the star pieces to cover both red and blue pieces, after you do that, you will dominate that area
4. You can't place more than three trapezoids shapes on the board
5. You can't get back the pieces on the board

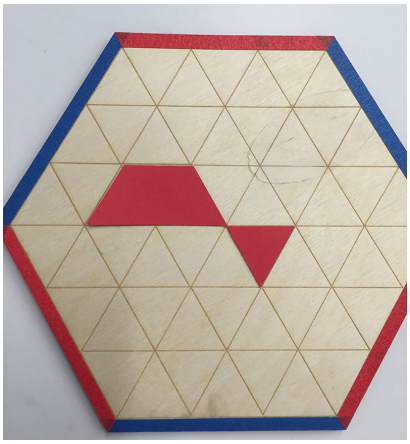
About **continuously connected** pieces:
When we say continuously connected, it means connect by border, not points:



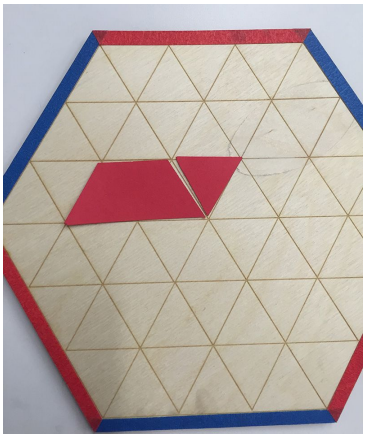
Invalid *connection to the border*



Valid *connection to the border*



Not *continuously connected pieces*



Valid *continuously connected pieces*