

Game Instructions: Triangle wins (© Orges Leka)

Objective

Score the most points by capturing your opponent's triangle tiles through skillful encirclement.

Number of Players

2+ players

Materials

- 24 triangle tiles per player in a distinct color
- Each tile displays 3 symbols at its corners (from 4 possible symbols: line, triangle, square, circle)
- A sufficiently large playing surface (e.g. a table)

Setup

Each player chooses a color and takes all 24 tiles of that color as an open hand. The youngest player starts.

Gameplay

Players take turns in clockwise order. On your turn, you must try to place exactly one tile from your hand onto the playing field:

1. **Placing:** A tile must be positioned so that at least one of its edges touches an already placed tile. The two symbols along the common edge must exactly match those on the neighboring tile. The very first tile of the game can be placed anywhere.
2. **Passing:** If you cannot or do not wish to legally place a tile, you must pass for that round.

Capturing (2-Player Rule)

- If one or more tiles of your opponent form a contiguous area, and you place a tile so that this area is now completely surrounded by your tiles (i.e. all outer edges of the opponent's area are adjacent to your tiles), then the enclosed opponent tiles are captured.
- Immediately remove all such captured opponent tiles from the playing field and add them to your captured collection. You score +1 point for each captured tile.

Capturing (Multiplayer Rule)

- If a contiguous area of tiles belonging to a player is completely surrounded by tiles of any opponent color, those tiles are considered captured.
- Only the player who places the tile that completes the encirclement may remove all captured tiles of that color from the field and add them to their captured collection.
- This player scores +1 point per captured tile, regardless of who assisted in the encirclement.

- Note: You may capture tiles from any opponent.
(Important: It is permitted to place a tile such that it itself no longer has any adjacent free spaces. However, only opponent tiles are ever captured.)

End of Game & Winning

The game ends when:

- All players have placed all of their tiles, **OR**
- All players pass in succession in a round because no valid moves remain.

Points are then tallied as follows:

- **Total Score = (Number of opponent tiles captured) – (Number of your own tiles still in your hand)**

The player with the highest total score wins. In case of a tie, there are multiple winners.

Tactical Tip

- Plan your moves in advance to encircle opponent tiles for captures.
- Block key placement areas for your opponents, but be careful not to trap yourself—even though only opponent tiles can be captured.

