

Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★☆☆ modifiable de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m² pour jouer, ripailler et dormir.

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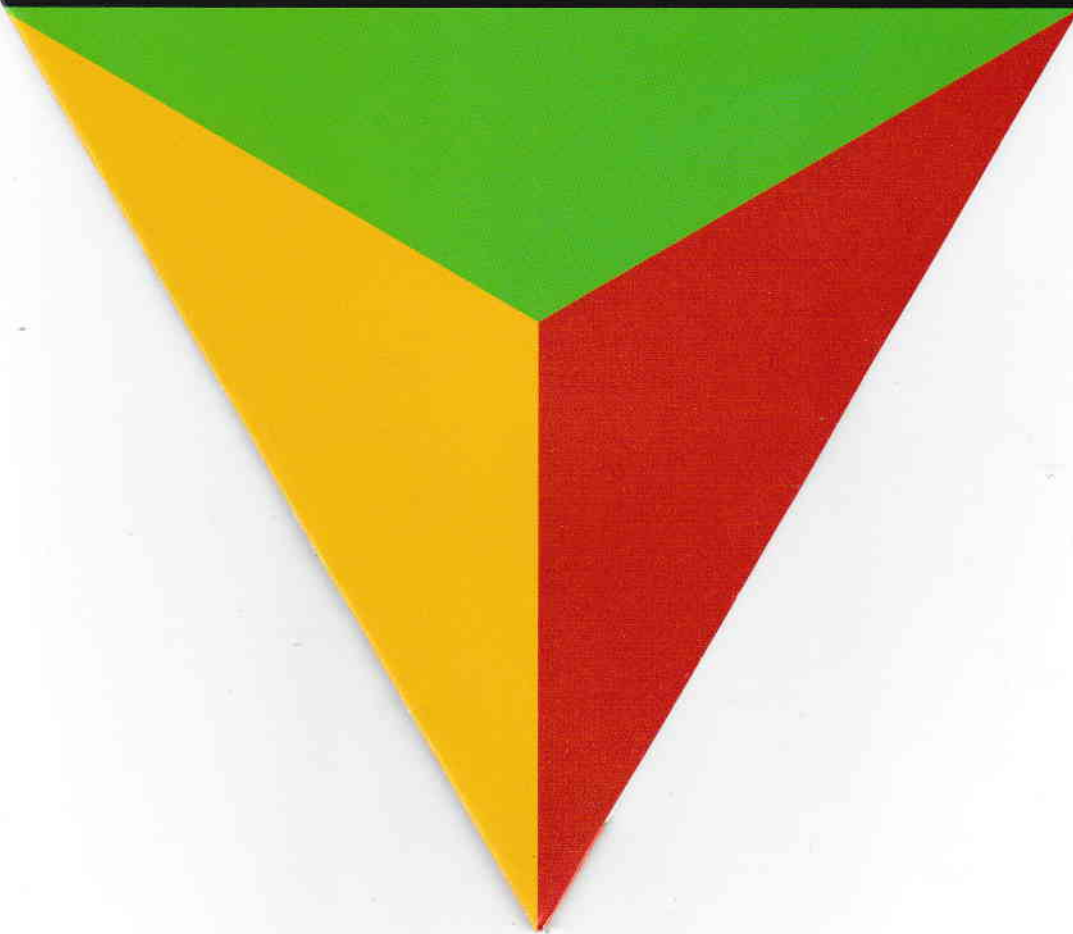
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TRIPOL

TRIANGLE GAME



TRIPOL

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components

A SET OF 124 CARDBOARD TRIANGLES



INSTRUCTION



SCOREBOARD



SIX PAWNS

goal of the game

The goal of the game is to score as many points as possible by matching appropriate triangle sides.



preparation to the game

Select one triangle from among the set of tiles (triangles) which has a free arrangement of three colours and place it on the table. All the remaining triangles should be placed in such a way that their colours are not visible. It helps to shuffle them before the game.

the game

The game is started by the youngest player. Each of the players, in subsequent turns, draws randomly a triangle-tile and then tries to match it with the triangle already placed on the table.

Types of triangles:

9 pcs



single-colour

6 pcs



special
(can be matched freely)

100 pcs



multi-colour

9 pcs



barricade

If a player gets a bonus, he/she draws a tile again. Then, he/she sums up the points on the scoreboard. The player puts aside the tiles that have not been used in his/her turn and waits for the right moment. He/she tries to avoid showing them to other players. The players move clockwise.



The sides of the triangles, after being matched, should suit each other in colour terms. The set is composed of three types of triangles: red, yellow and green. The tiles have various colour arrangements.



Some sides may contain two sets of colours, e.g. green-yellow, yellow-red, or red-green.



The players' task – during their turn – is to match and adjust the tiles in such a way that they form a coherent whole.

If the player combines two sides of the same colour, he/she scores **1 point**.



**1
point**



the bonus

If a triangle side contains two colours and the player matches them so that they suit in colour a side of another tile, each time he/she scores **1 point** and has an **additional move**.



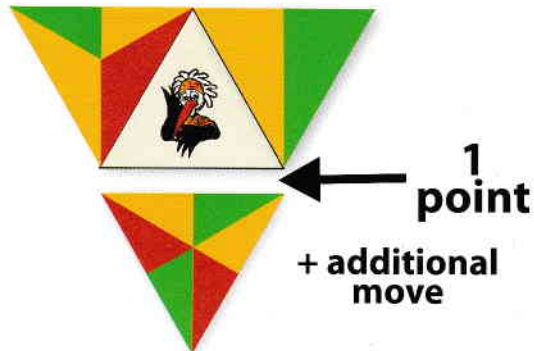
If a player adds a tile with a stork (in red, green or yellow) to the triangles placed on the table so that the colour of their sides are a match, he/she scores 2 points for each matching side.



A special tile is a white triangle with a stork. It may be combined with the sides of each triangle.



Each combination of such triangle gives 1 point. When the white triangle is combined with a triangle with the two-colour side, then the player is awarded an additional move.



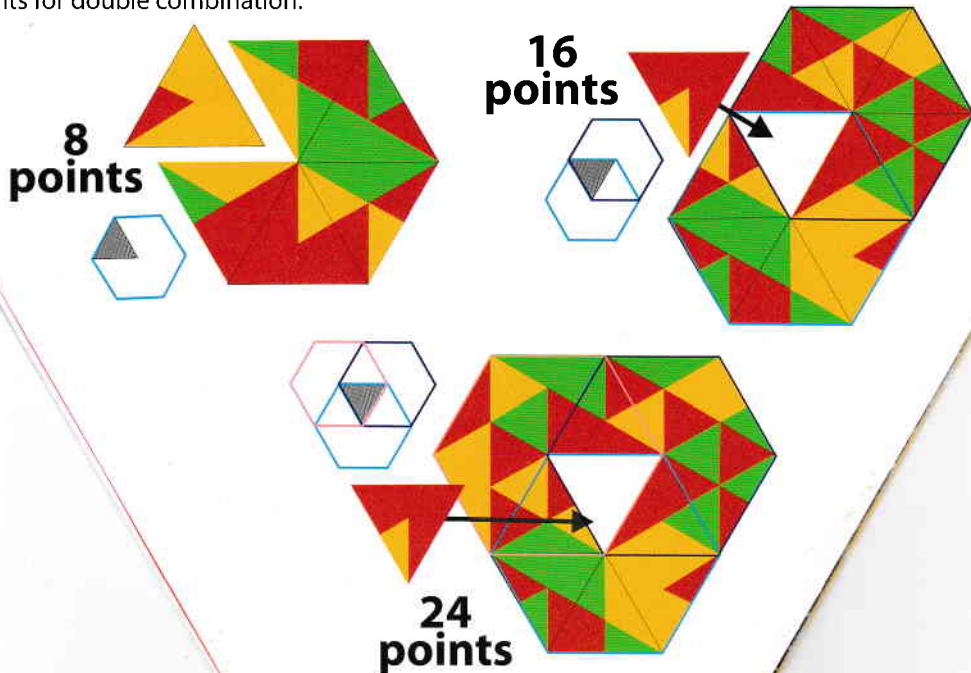
If the player cannot (or does not want to) match his/her triangle, he/she misses his/her turn and keeps the drawn triangle.

The triangle may be used in the next turn or the player may draw another tile.

All scored points are marked with pawns on the scoreboard.

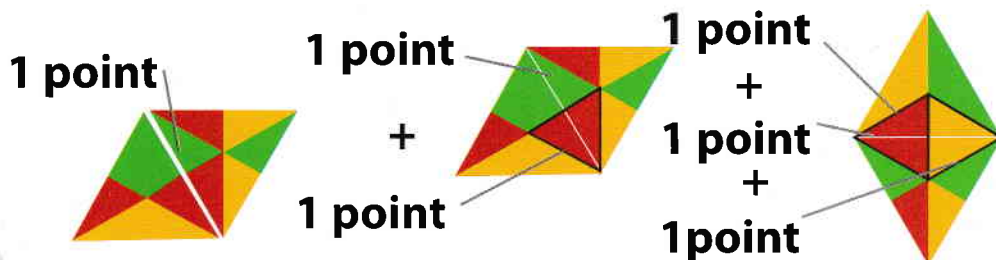
extra points

If any player completes a hexagon with his/her triangle, he/she gets a bonus of **8 points**, but he/she does not score points for double combination.



If the player completes two or three hexagons at the same time, he/she gets an extra bonus for each completed hexagon. In total, the player may score **16** or even **24 points**.

If the player combines two sides so that their colours form one or two equilateral triangles, he/she scores one point and an additional move for each such triangle.



end of the game

The game finishes when there are no more triangles to match!

The player who draws the last tile and matches it properly, apart from the regular points gets an extra bonus of **10 points**.

When the game is over and the players still have spare tiles, they have to subtract points.

For each unused triangle they lose **1 point**. For each unused white tile with the stork, they lose **5 points**.

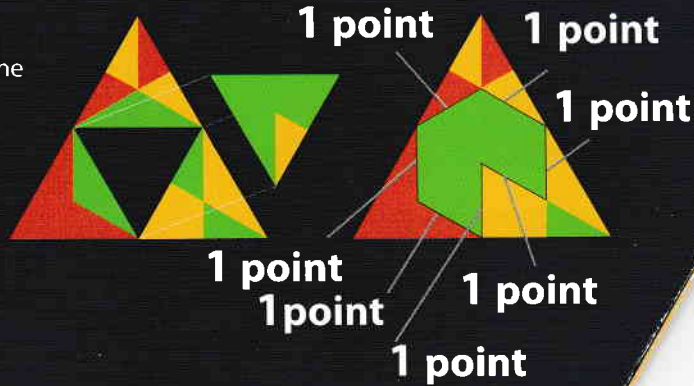
The player who collects most points on the scoreboard, becomes the winner.



options of the game

1. COLOURFUL POLYGON

If during the game, the arrangement of the triangles forms a red, yellow or green polygon (starting from a pentagon), the player who manages to complete the figure gets a bonus. For each side of such polygon, he/she scores 1 additional point. All other rules remain unchanged.



2. ONE COLOUR ONLY

This is an option for three players. At the start, each player chooses one of three colours visible on the triangles. The players in each turn may add triangles in the selected colour only. If they cannot match the triangle, they miss their turns. On the other hand, when the players succeed in matching the triangle, they gain an additional move.

If the players draw a white triangle with the stork, they may exchange all their triangles for new ones. If they draw a triangle with the stork in any other colour, they may pick up to five triangles of the same colour.



3. MY COLOUR

This is an option for three players. At the start, each player picks a pawn, the colour of which will represent them and give them a bonus. If any of the players succeeds in matching the triangle side of the selected colour with another triangle side of the same colour, he/she gets a bonus. Each such combination is counted as double. All other rules remain unchanged.

4. THREE FOR A START

Each of the players gets three tiles for a start. They should not be shown to other players until they are placed on the table. Other rules remain unchanged.

5. EXPERIMENT

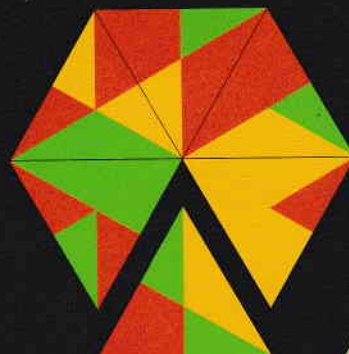
This option is recommended to players who like to experiment. It is allowed to combine the triangles in the way shown below, that is in the middle of the side of a triangle being added. This option also makes it possible to match the triangles with single-colour sides. Other rules remain unchanged.



6. BLOCKADE

At the start of each turn, one colour is excluded from the game. The sides of the tiles in this colour do not match the sides of tiles of the same colour and thus form a sort of blockade making the game more challenging. In each subsequent turn, the colour of the blockade is changed. There are two exceptions: 1. a light colour triangle with the stork may be added to any of triangle sides. 2. the case when a player completes with one triangle a pattern made of triangles composed of three colours. In this option, players do not use 9 triangles with dark blue sides. Other rules remain unchanged.

Exception 2



7. BARRICADE

The triangles set contains 9 tiles marked with dark blue colour called Barricades. The dark blue sides can be matched neither with the sides of triangles in other colours nor with the sides of special triangles marked with storks. We suggest that those players who are new to Tripol should not use the barricades for several initial games.

Final note:

Individual rules may be combined, unless they are mutually exclusive.

Have fun!



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and for testing the game to Jaś Kołodziejski.

The game is designed for maximum six players aged six and above.

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