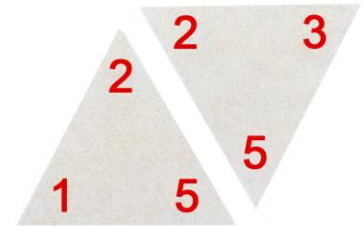


# Rules for the Triangle Game "The Original"

**Start** by placing all the Triangles on the table with the numbers facing down, then each player takes "5 Triangles" each. Now all participants must see if they have a triangle with 3 equal numbers on (set or trips), eg **3-3-3** or **5-5-5**, the one with the highest trips can lay out and start the game. If no player has a pulley, everyone have to pick up a triangle until a trips comes up and starts the game. When the game starts, you continue clockwise and lay out your triangles in suitable combinations (See example). If you do not have a triangle that fits to any of the ones laid out on the table, you have to pick up "one" new triangle and if it does not fit either, you have to stand over and the turn goes to the next player.



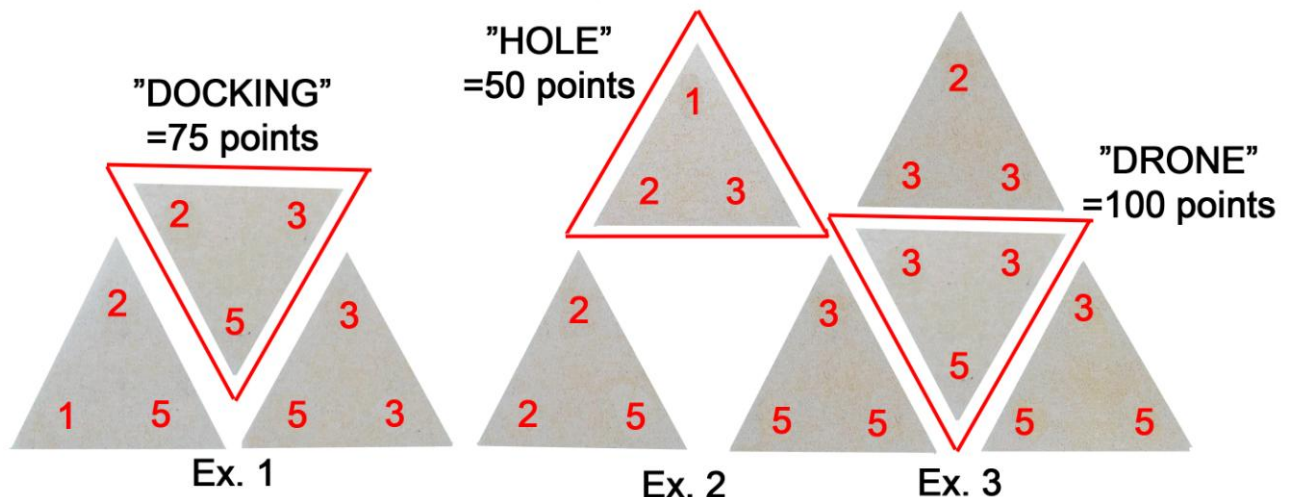
Ex. Trips (set)



Ex. Combination

## Scoring:

- The player who starts the game with a "TRIPS" gets **25 points**.
- The player who can close a "HOLE" with two numbers gets **50 points**. (EX. 2)
- The player who with all 3 numbers of the triangle fits in from the side of two other triangles gets **75 points "DOCKING"**. (EX. 1)
- The player who with all 3 numbers of the triangle fits in the middle of all triangles and where all sides are covered by other triangles "**DRONE**" gets **100 point**.



**WINNER** is the one who gets rid of all his triangles first. The one who "**FINNISH**" first gets **50 points** plus the **bonus**. The bonus is calculated by adding the numbers of all remaining teammates triangles. **The final WINNER** is the player who after a number of games achieves "**500 points**" or more.

*Good luck and have fun!*

*Information about the Triangle game and for more games - go to:*

[www.resespel.se](http://www.resespel.se)