

Setting up the game

Find the two triangles with blue squares on their back and place them in the middle with their end points towards each other (like an hourglass).

Take all remaining triangles and mix them with their backside up.

Each player takes a triangle at random and place it face up in front of them.

Do a rock-paper scissor to decide who starts.

The starting player draws another triangle and place it face up in front of them.

Playing the game

The first player places a triangle on the board so the colour of the triangle lines up with the colour of another triangle. The player now owns both those land areas so place that players coloured lego tokens on the lands: one on each.

End the turn by drawing a another triangle and place it face up in front of you.

The second player starts by drawing a triangle at random and place it face up so the player has two triangles. Then place one in the same manner as the first one.

The second player end the turn by drawing a second triangle.

Then continue playing in this manner. Start your turn with two triangles in front of you, place one triangle, and end your turn by drawing a new triangle.

When you place a triangle on the board their colour must line up with the colour of a triangle that is already on the board.

If you complete a circle of triangles you claim all land areas in that circle regardless of your triangle touch the other triangle or not. If a triangle can be lined up so you get two circles then you get all triangles from both those circles.

Scoring

Every time you claim a land area you place a token on top of that land area.

If you complete a cricle of triangles you get to place tokens on all triangles in that circle and you also get one bonus point (place a token next to you) that is added to your total score at the end of the game.

The person with the most tokens (one token for each owned land area plus the bonus points) at the end of the game is declared the winner.