



## RELOADED

A strategy board game for 2 players by  
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### INTRODUCTION

**TRITT** uses a special piece called **Tritton**, consisting in 3 aligned dots coloured blue-orange-blue (**bob**) or orange-blue-orange (**obo**).

The goal of **TRITT** is to place three dots of your colour in a row without making three dots of the opponent's colour in a row at the same time.

The original game was solved in 2009. This new rulebook fixes that problem.

### COMPONENTS

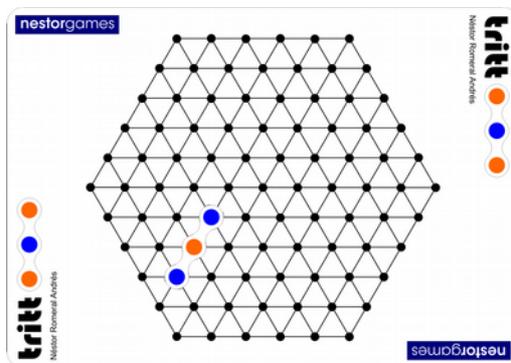
- A hexagonal board with 91 connected dots.
- 20 trittons (10 of each type)<sup>1</sup>.

### GAME RULES

The game begins with an empty board.

Each player has an allocated colour (**Orange** or **Blue**) and takes all the trittons that have their colour in the middle.

The **Orange** player starts the game by entering one of his trittons somewhere on the board. The three dots of the tritton must be placed over 3 free aligned dots on the board.



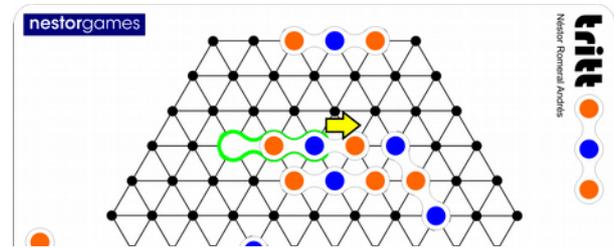
Example of initial placement by Orange

<sup>1</sup>\*\_ The first edition had 8 trittons per player. Please contact me to get your extra trittons.

From now on, and starting with the **Blue** player, players in turn **must** do these 2 things in order:

1. Legally **enter** one of his trittons on the board.
2. (Optional) **Move** an opponent's tritton (if any) any number of steps along the line it is laying on.
3. It is **forbidden** to enter a tritton on the board so that a line of 3 or more dots of the same colour is created. Lines of 3 or more dots can only be created as a result of a tritton movement.

As a rule of the thumb, you place trittons that have your colour in the middle, and move those that have your colour on the sides.

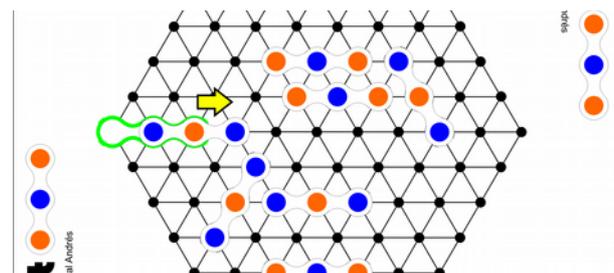


Orange player places a Tritton (bottom piece) and moves an opponent's tritton to the right.

### END OF GAME

The game ends in one of the following cases:

- One player **wins** by making a line of three (or more) dots of his colour but not making a line of at least three dots of the opponent's colour at the same time.
- One player **loses** by making a line of three dots of the opponent's colour.
- One of the players **loses** by not being able to make a legal action.
- The game ends in a **tie** at any moment if both players agree.



Example: Blue wins