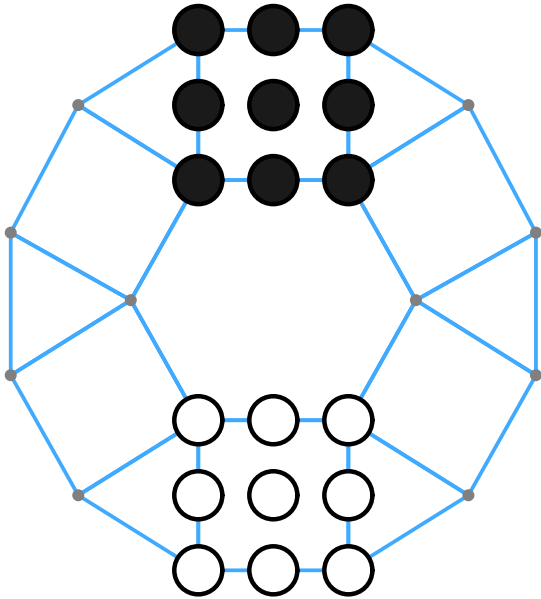


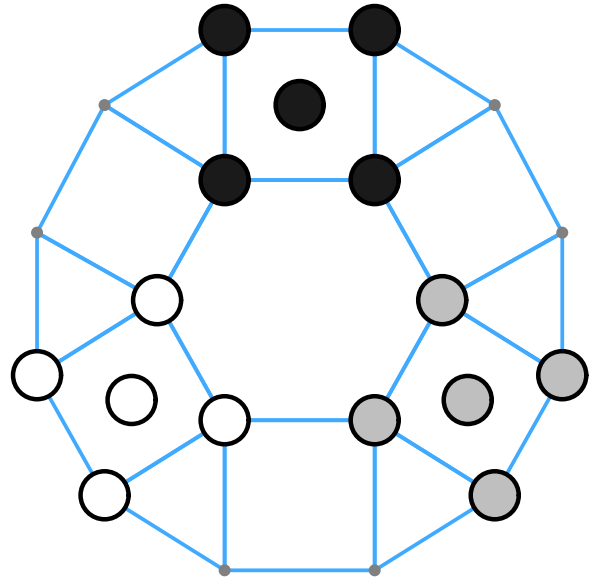
Triple Tangle

An abstract board game played on the vertices, edges and cells of the board.
Cameron Browne © 2020.

Rules



Two player start.



Three player start.

Players take turns moving a piece of their colour as follows:

1. A piece on a **vertex** can move either:
 - 1a. To an adjacent empty **vertex**. The edge it travels over may be empty or occupied (if occupied by an enemy piece, that piece is captured and removed).
 - 1b. To an empty **cell** that vertex is part of.
2. A piece on an **edge** can move either:
 - 2a. To a connected empty **edge**. The vertex it travels over may be empty or occupied (if occupied by an enemy piece, that piece is captured and removed).
 - 2b. To an empty **cell** that edge is part of.
3. A piece in a **cell** can move either:
 - 3a. To a neighbouring empty **cell** which may be connected by an edge or a vertex. The connecting edge or vertex that the piece travels over may be empty or occupied (if occupied by an enemy piece, that piece is captured and removed).
 - 3b. To step over one of its empty edges into an adjacent **cell** containing an enemy piece (which is captured), then step out over a different empty edge to another empty **cell**.
 - 3c. To an empty **vertex** or **edge** belonging to that cell.

Aim: A player wins if their opponent is reduced to a single piece.

An “empty” edge has no piece on its midpoint. An “empty” cell has no piece on its centroid.

Three Player Version

In the three player version, any player reduced to a single piece is removed from the game (along with their piece). Last remaining player wins.