

TRIPEN

by Mark Steere

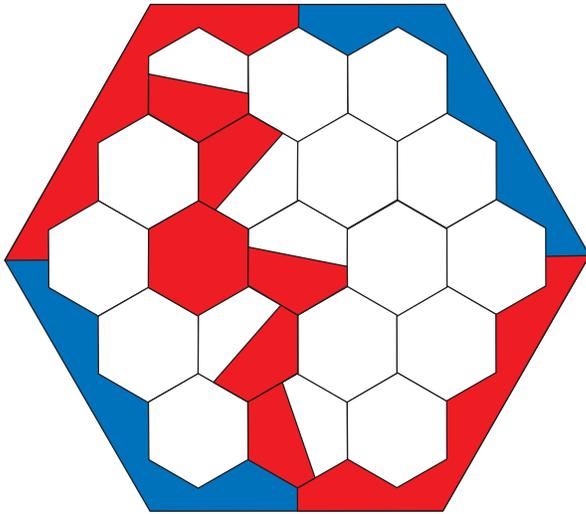


Figure 1 - Red wins.

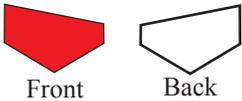


Figure 2a - Red token.

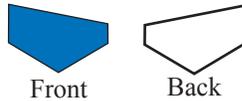


Figure 2b - Blue token.

INTRODUCTION Tripen is a two player game. The board would typically be larger than the one shown in Figure 1, having at least five cells per side. The board is initially empty.

Tripen is an acronym for **TR**ivalent **PEN**tagon. Draws cannot occur in Tripen. Mark Steere designed Tripen in January, 2013.

PLAY The two players, Red and Blue, place one token per turn onto an unoccupied portion of a cell, starting with Red. (Tokens must be placed front side up. See Figure 2.) Tokens may not be placed to overlap onto existing, onboard tokens. Passing is not allowed.

TOKENS Red's tokens are colored red on the front and white on the back. Likewise, Blue's tokens are colored blue on the front and white on the back. The white back prevents mirroring the pentagonal shape of the tokens by flipping them over.

OBJECT OF THE GAME To win you must form a path of your own color connecting the two borders of your color.

In Figure 1, Red has won. Blue tokens and extraneous red tokens have been omitted from the diagram for clarity.

PIE RULE Tripen makes use of the pie rule for balance. After Red's first move, Blue has the option of switching colors with Red and claiming Red's first move as his own. The player formerly known as Red is now Blue. Blue places a blue token, and the two players take turns making placements thereafter.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Tripen for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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