

## RULES

**TROJHRANNA' HRA**  
a game by Leo Colovini for 2-4 players

**Setup:** Shuffle the cards and create a face down deck. Deal each player 3 cards and arrange them face down in front of you in the order and orientation you wish.

**1**

Such cards constitute your reserve, hereinafter, you may no longer look at them. Then, flip the topmost card of the deck and place it in the center of the table.

**Goal of the game**  
To have, at the end of the game, the fewest possible penalty points.

**2**

**How to play**  
The game is played clockwise by turns, starting from the youngest player. On your turn, flip a card from the deck or from your reserve and place it on the table. The card must be placed face up, adjacent to at least one card on the table, providing

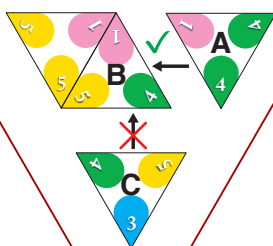
**3**

that at least 2 of his vertices match with the adjacent vertices of one or more cards on the table.

*Figure 1: the pink and green vertices of card A match perfectly with those on card B. The ones of card C don't occur in matching position.*

**4**

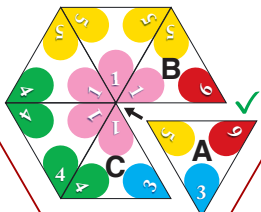
**Figure 1**



**5**

*Figure 2: the player can play card A between B and C. This is because the red vertex of card A matches the one of card B, and the blue vertex matches the one of card C. It does not matter if the matching vertices do not belong to the same card, as it was in Figure 1.*

**6**



**Figure 2**

**7**

If the flipped card cannot be placed anywhere, you must add it face down to your reserve (if you took it from the deck) or keep it face up in front of you (if you took it from your reserve). Face up cards in front of you cannot be used anymore!

**8**

**Hexagons special bonus:**  
If you complete a hexagon, all the opponents draw a card from the deck and add it face down to their reserve (this extra card can be looked at before adding it to the reserve. If the deck is depleted, they take them from the table).

**9**

**End of the game:** When the last card from the deck is drawn, the game ends immediately. Each player counts 1 penalty point for each card in their reserve and 2 for each face up card. The player with the fewest penalty points wins.

**10**