

Tricolor, version 1.1, 2020-05-31, by Rolf Pütter

Tricolor is a strategic game for two players. They take turns placing lozenge-shaped pieces of three different colors (hence the name of the game) on a board that has the form of a regular hexagon. This hexagon is partitioned into equilateral triangles such that its edge length equals four times the edge length of a triangle.

Two triangles with a common edge form a lozenge. The size of the pieces equals the size of the lozenges of the board and each move consists in placing a piece on the board so that it covers one of the lozenges. There are three different kinds of lozenges, depending on the direction of its long diagonal. If the diagonal is horizontal, only orange-colored pieces may be placed on it, if it goes upwards from left to right (or downwards from right to left, which amounts to the same thing) then only green pieces are to be placed on it, only yellow pieces if it points downwards from left to right. The players take from a sufficiently large supply of pieces of each color so that they can comply with the first rule:

1) Irrespective of which player's turn it is, pieces have to be placed always in the cyclical order orange – green – yellow – orange - ... etc.

Several pieces placed on the board in union form configurations, of which the following are meaningful for the game:

a) Crown: Three lozenges meeting at a point with their acute angles, thus forming an angle of 180° (see two examples in figure 1, upper part).

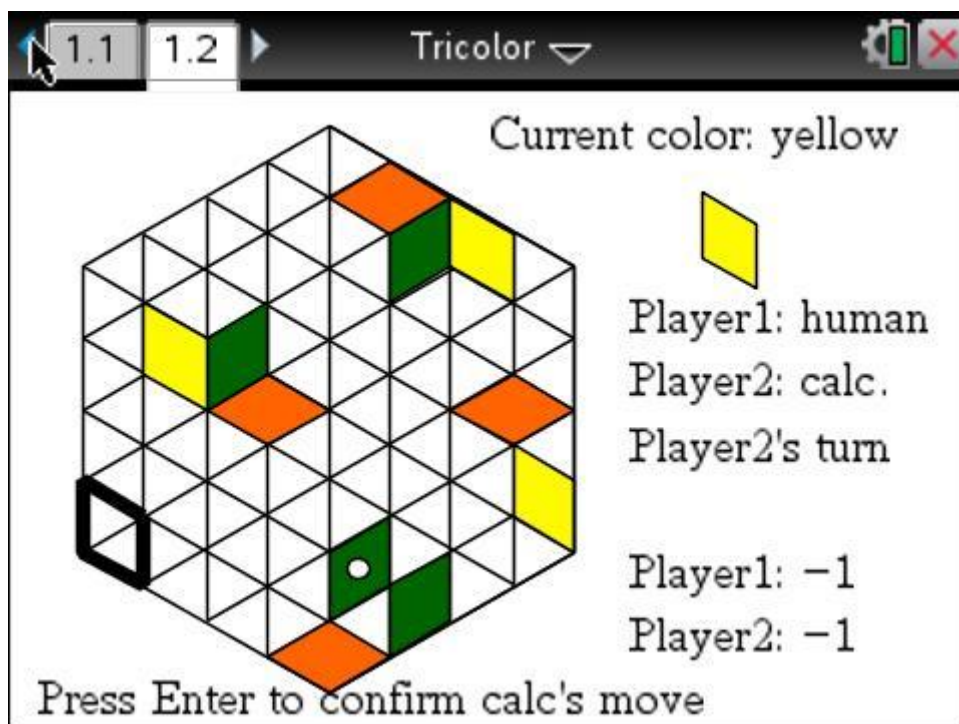


Figure 1

b) Empty triangle: One of the triangles of the board remaining empty, but bordered by three pieces or two pieces and the board's edge (see two examples in figure1, lower part).

c) Hexagon: Three pieces meeting at a point with their obtuse angles thus forming a regular hexagon (two examples in figure 2, lower part).

d) Star: Six pieces meeting at a point with their acute angles (figure 2, upper part).

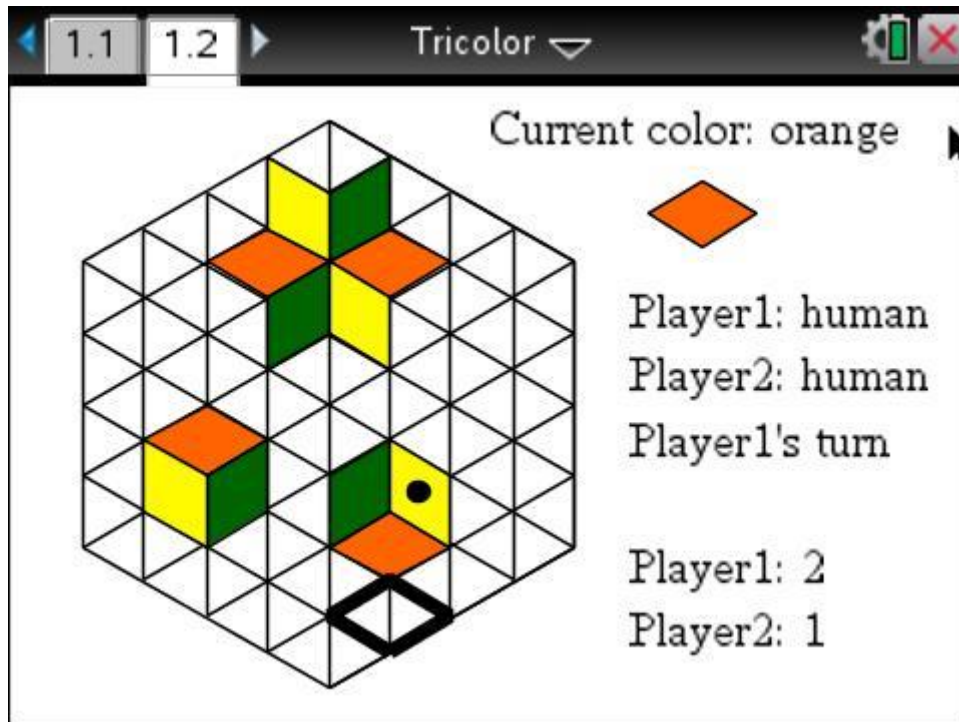


figure 2

Rule 1 is now completed by the following rules:

2) The players move in turns with an exception:

A player who completes a crown or a star without completing a hexagon or an empty triangle must move again. This rule is to be applied several times in a row if necessary.

3) A player completing a star or a hexagon wins a point. If several stars or hexagons are completed, points are gained in that number.

4) Who completes one or more empty triangles loses points correspondingly. Positive and negative points of one move are added to the points already gained.

5) The game ends when one player has no move left. The player who made the last move gets a point.

6) The player with the higher number of points wins the game. In case of equality, it's a draw.

Remarks:

The game can also be played on smaller or larger boards or with more than two players.

If the edge length of the board is n triangle edges, at most $3 \cdot n^2$ piece can be placed.

In the handheld version, the color which has to be added in the next move is displayed in the top line on the right. If you play against the calc, you have to press Enter for it, so that you can see what it does. The last added lozenge is also marked by a little circle, white if Player1 made the last move, black if Player2 did it.

Controls:

Arrow up or down:	move cursor (the bold black frame) up or down
Arrow left or right	move cursor diagonally up and left or right
[4] or [6]	move cursor left or right
[8] or [2]	move cursor up or down
[7] or [9]	move cursor diagonally up
[1] or [3]	move cursor diagonally down
[b], Esc, Backspace	take back one move
[n]	start new game
[h]	get a hint from the program (program places cursor)
Enter	execute move, that is, place piece on cell indicated by cursor

If you've got a mouse, you can also make a move by left-clicking on the desired field.