TRI-DECO

Place, stack and shift multi-shaped tiles to create the largest shape of your color before the tiles run out.

- 2 to 3 players
- 15 to 20 minutes
- Ages 12+

Components

23 double-sided, multi-colored tiles with triangular patterns:

⏵ 3 hexagons ⏵ 6 medium triangles ⏵ 9 small triangles

⏵ 5 diamonds / parallelograms

The 4 colors are ⏵ Orange ⏵ Green ⏵ Purple

...and a special ⏵ “Wild” with 3 colored stripes

Objective

Build the largest pattern of your color by connecting or overlaying tiles. The size of the shapes are measured by how many small triangles could fit. Colors on adjacent tiles must butt together edge-to-edge to count as part of the shape.

Setup

1. Players pick their color of choice. (Resolve any disputes with a friendly game thumb war!)
2. Turn order is orange, green, purple
3. Each player draws a hex tile. The orange player places theirs in the middle of the play area, either side face-up. Green player connects their hex tile to the first on any side, again either side face-up. Purple player follows suite. (For a two player game, flip the first tile like a coin and place in the middle of play)
4. With the tin closed, shake it up gently
5. Without looking inside, each player randomly draws two tiles from the tin and place them directly in front of them to form their personal stash

Actions Per Turn

- On your turn you may either
  - Place one of your tiles and randomly draw another
    … or …
  - Move a tile already in play, optionally flipping it over

- You may not move a tile if you took that action on previous turn

- Rules regarding placing or moving tiles
  - Tiles on the base layer must butt edge-to-edge with at least one other tile
  - Tiles may not be stacked more than 3 high
  - Stacked tiles must fully fit on top of one or more tiles, i.e., no overhang or covering gaps
  - A tile that was just placed or moved by the player who just completed their turn cannot be moved until the following turn
  - A tile with another tile on top of it may not be moved
  - A tile cannot be moved if it would split up the shared arrangement into completely separate shapes

End of the Game

Once there are no more tiles left in the tin to draw, players take turns placing the ones in front of them *without moving the tiles in play*

After all tiles have been placed, the player with the largest single, contiguous shape of their color is the winner!

The “wild” stripe pattern counts as any of the colors. Colors on adjacent tiles must butt together edge-to-edge to count as part of the shape (e.g., not corner-to-corner). To measure the size, count the number of small triangles that would fit.

www.deco.games

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