TRIGO™

3+ | 2-4

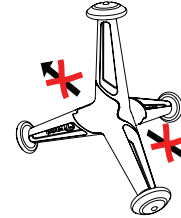## THIS IS HOW THE STARS ARE ASSEMBLED.

CLICK !

X 3

HOW TO START A GAME?

1 Meter

POINT FIELD / TRIANGLE

1 Meter   1 Meter
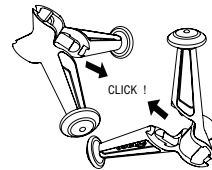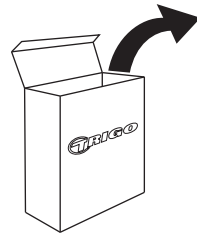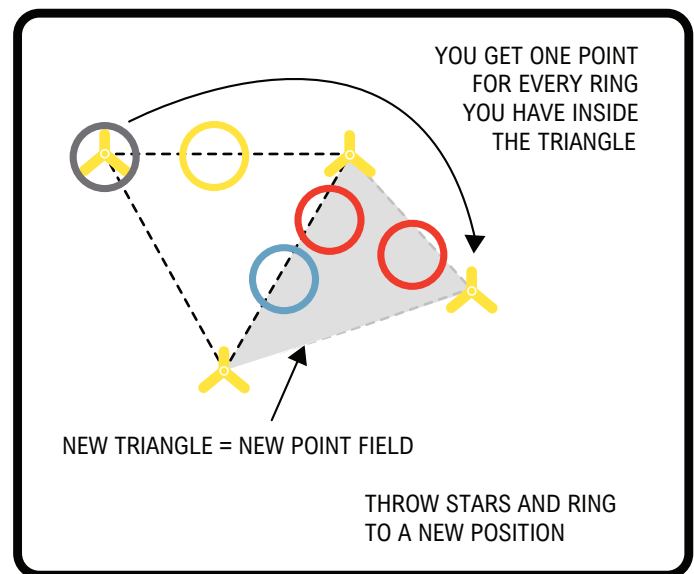
3 Meter

STARTLINE
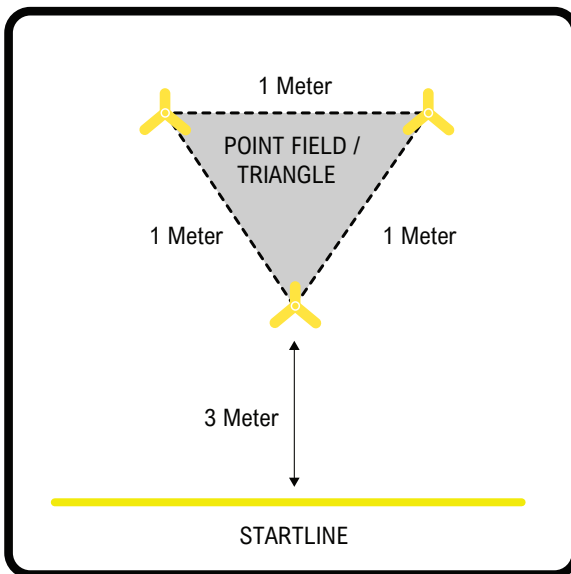
- Place the 3 stars in a triangle, as described above.
- Starting order can be age, draw, color, etc.

- Tip!   The yellow cord for the measuring stick is 3 meters long and can therefore also be used for exact layout of the track, as well as the starting line.

- Tip!   It is only at the start that the stars must lie with a meter in between. During the game can they are thrown freely. However, no closer than 3 meters from the starting line

HOW TO PLAY?

YOU GET ONE POINT FOR EVERY RING YOU HAVE INSIDE THE TRIANGLE

NEW TRIANGLE = NEW POINT FIELD

THROW STARS AND RING TO A NEW POSITION

- Each player throws one ring at a time, from the starting line.
- The rings must hit the point field / triangle to get points.
- If a ring lands on a star, the player has 2 options:
    1. Leave the ring on the star and get 1 point in the hand.
    2. Throw ring and or star to a new position.
- Throwing of rings and stars must be done from the starting line. Stars must be thrown min. 3 meters from the starting line.
- It is not allowed to land on the same star twice in a row.

- Tip!   When a star is moved, the point field/triangle changes and players with rings in the old point field will lose their points.

EXAMPLE

- ⭕ 2 POINT
- ⭕ 1 POINT
- ⭕ 1 POINT
- ⭕ 0 POINT

WHO WINS?

After the last ring is thrown, points are counted.
Both the rings in the points field and the points earned along the way.
The current triangle remains and the rings are collected.
Rounds are played until a player achieves 10 points.
And thus a set wins. Best of 3 sets wins the game.
The triangle is placed as a new one after each set.
Winner of the set starts a new set.
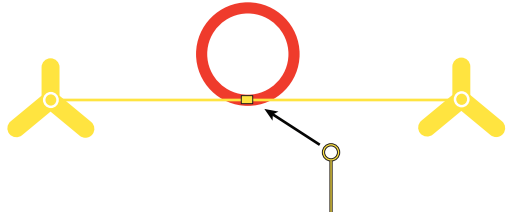
Tip!
The measuring string with the stick, can be used to determine whether the rings are inside or outside the point field..

AUDI ™ RULE

EXAMPLE ⭕ GETS 3 POINTS

The Audi Rule.
If a ring is inside the point field, you get points for that ring.
If other rings of the same color overlap that ring in the point field, they also get points, even if they are outside the scoring area.

BOUNCHE RULE

Bounche Rule. (Optional)
If a ring hits down a star but bounces back up(bouncher) gives the player the opportunity only to throw the ring and star again.
Throwing of rings and stars must be done from the starting line.
Stars must be thrown minimum 3 meters from the starting line.

SEE VIDEO AND DOWNLOAD RULES AT TRIGOGAMES.DK

UK ver 1.0