

TRIANGULATION



3-8

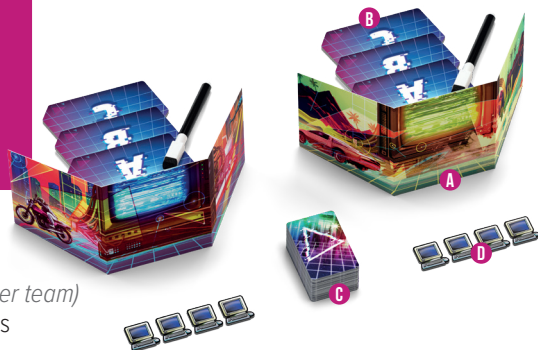


15'



6+

[intro to come]



COMPONENTS

- A 2 Insider Screens
- B 6 Clue Boards (3 per team)
- C 104 Message Cards
- D 12 Mission Tokens

SETUP

For games with 3 players, see pg. 6.

- 1 Split into 2 teams of at least 2 players each. Each team takes 4 mission tokens and places them in front of themselves facedown (gray side showing). The extra tokens are only used with 3 players (pg. 6).
- 2 Shuffle the message cards and place them in the middle.
- 3 Each team chooses a player to be their **Insider** for the first round. Each Insider places a screen in front of themselves and a set of 3 clue boards behind it (marked A, B, and C).

OVERVIEW

In *Triangulation*, the **Insider** on each team tries to communicate a secret message to their teammates by writing 3 related clues. However, before their teammates can guess the message, their opponents get to reveal 2 of their clues and try to **intercept it**.

In order to outsmart their opponents and still get their message through, the Insider must try to come up with clues that don't reveal too much on their own – but when combined together, clearly point to the correct answer.



PLAYING THE GAME

The game is played in rounds. Each round has 3 steps:

- 1 Write Clues
- 2 Guess 1st Message
- 3 Guess 2nd Message

1 WRITE CLUES

Each Insider draws 1 message card and secretly chooses any 1 of the 5 options on their card as their **message** for the round.

At the same time, each Insider comes up with **3 one-word clues** and writes 1 on each of their clue boards. When they are satisfied with their clues, they flip their clue boards facedown and remove their screen. The Insider who finishes first is the “1st Insider” for the round.

CASUAL MODE

For a more relaxed game, both Insiders may reveal their message **category** before teams start guessing.

2 GUESS 1ST MESSAGE

Once both Insiders have removed their screens, both teams try to guess the 1st Insider's message. The 1st Insider's teammates are called the **Contact team**, and their opponents are the **Intercept team**. Teams make their guesses in the following order:

- ▶ Intercept Team – 1st Guess
- ▶ Intercept Team – 2nd Guess
- ▶ Contact Team – Final Guess

When a team makes a guess, they first choose any 1 of the Insider's facedown clue boards and flip it faceup. They discuss the new clue, agree on a **single guess**, and say it out loud. If the Insider declares the guess correct, the successful team flips 1 of their **mission tokens** faceup. If not, proceed to the next guess.

If all 3 guesses are **incorrect**, the Insider declares that the message

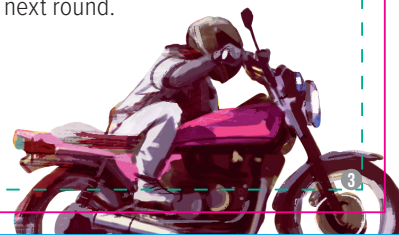
was **lost**. If this happens, the **Intercept team** flips 1 of their mission tokens faceup.

Note: The Intercept team's Insider may participate in trying to guess their opponent's message.

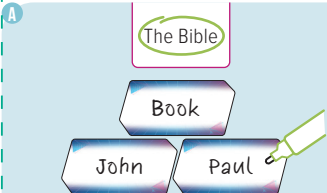
3 GUESS 2ND MESSAGE

After a team correctly guesses the 1st message (*or it's lost*), the teams **switch roles** and attempt to guess the 2nd Insider's message, following the same rules as above.

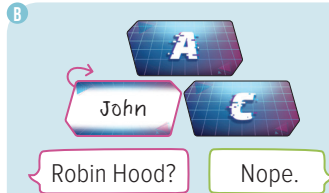
After a team correctly guesses the 2nd message (*or it's lost*), both teams choose a new Insider and start the next round.



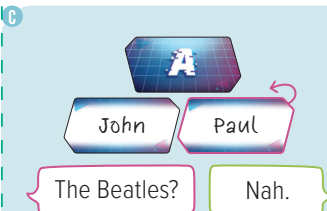
Message Example



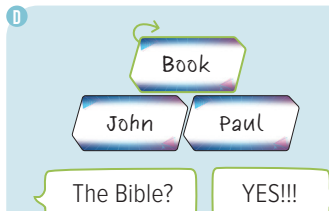
Charlie chooses "The Bible" as his message. He writes "Book," "John," and "Paul" as his clues.



Charlie's opponents reveal "John" as their first clue. They discuss as a team and guess "Robin Hood."



Charlie's opponents reveal "Paul" next. This time they guess "The Beatles."



Charlie's team reveal the last clue, "Book." They guess "The Bible." Since they are correct, they flip 1 mission token. (If they were wrong, their opponents would flip 1.)

GAME END

The first team to flip all 4 of their mission tokens immediately wins the game. If this happens mid-round, do not finish the round.



MESSAGES & CLUES

The message is always a **proper name**. It may be multiple words long (e.g. "New York City" or "Santa Claus") and may refer to a person, place, or thing that is real or fictional.

Each clue must be **1 word**, with no spaces or hyphens, and may not contain any form of a word in the message. Otherwise, all clues are legal – proper nouns, non-English words, acronyms, and incorrect spellings are allowed.

Guesses don't have to exactly match the message to be correct, as long as there is no ambiguity in the guess (e.g. "Santa" is close enough to get "Santa Claus," but "Tom" isn't close enough to get "Tom Sawyer").

[visual to come]

3 PLAYER RULES

With 3 players, each player takes 4 mission tokens. Choose a random 1st Insider. Each round, the player to the Insider's left is the Interceptor, and the player to their right is the Contact. The Insider chooses a message and writes 3 clues, as usual. The Interceptor and Contact guess in the same order as in team play. If the Interceptor guesses correctly or the message is lost, the Interceptor flips 1 mission token. If the Contact guesses correctly, both the Contact **and** the Insider flip 1 mission token. Afterward, the player to the left of the Insider (the previous Interceptor) becomes the Insider for the next round.

The first player to flip all 4 tokens wins. If 2 players flip their 4th token at the same time, they win together.

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