

Triathlon

Compete in a triathlon in this light, gateway game for friends and family. You'll battle your way through the swim, take advantage of drafting opportunities on the bike, and use the rest of your energy on the run: first one across the finish line is the winner!



Features

- Easy to learn and get into the action
- Simultaneous action
- Yomi
- Meaningful tactical and strategic decisions on every turn

Components

- 1 board
- 8 sets of swim+bike+run meeples
- 8 small player shields
- 50 energy tokens
- 24 exertion tiles
- 24 condition cards

Game Play

- Reveal the race conditions for the turn
- Decide whether to use low, medium, or high exertion; reveal simultaneously
- Last place moves first; if you used low exertion, collect the energy you saved; if you used high exertion, spend energy if you can and wish; if you used medium energy, and neither of your neighbors did, collect your bonus



2-8
players



30-45
minutes



ages
10+

Designed by
David Gordon (deg23deg@gmail.com) &
Jonathan Gilmour (jon.gilmour@gmail.com)