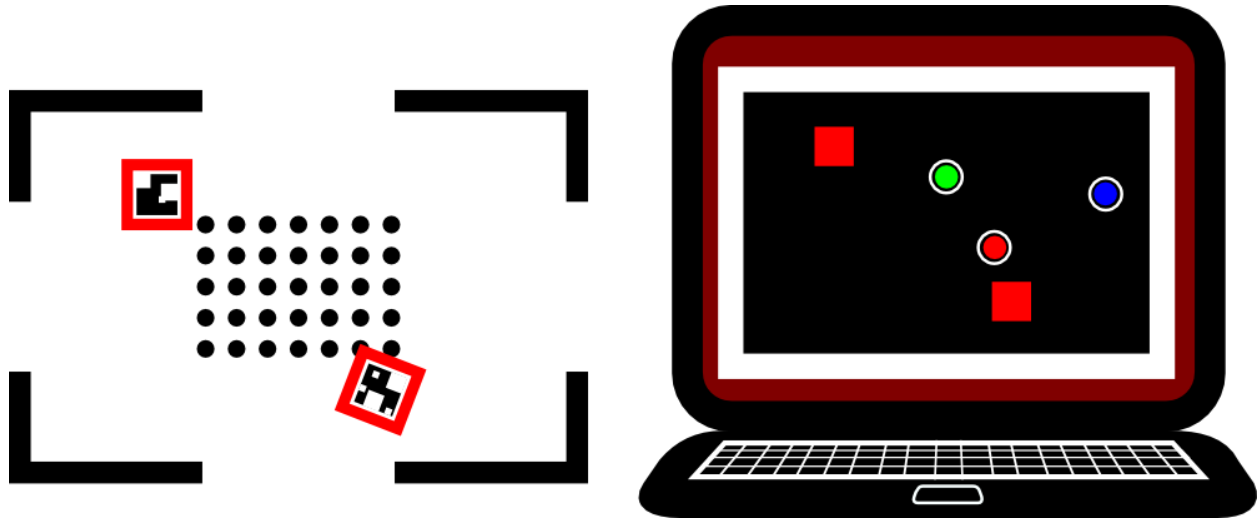
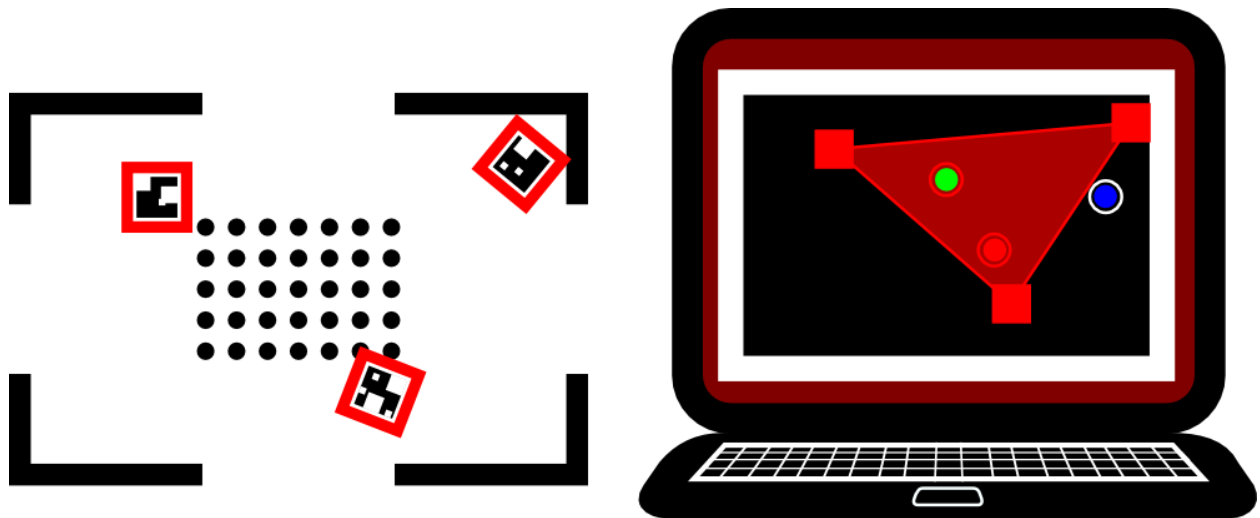


Containment Instructions

With each turn the current player should add one of their blocks to the board. Each player's three blocks represent the three corners of a triangle. Until you place all three blocks your triangle is incomplete.



Once you place all three blocks you cannot remove a block. To score, the active player needs to contain dots within the triangle their blocks form.



Each player is given three minutes to manage throughout the game which decrement during each player's turn, similar to timed chess. To end your turn press the space bar. The first player to reach 10 points is the winner.