

TRIDE RULE MANUAL

Number of Players:2-3 Age:9+ Time:15min
System:Bluff & Tile Placement

OUTLINE

We decide the responsibility secretly behind randomly from the three color types.
Choose an arbitrary one from the three triangular tiles randomly selected from the deck.
Repeat with each turn by connecting secret triangle tiles or overlapping with their secret color form.
When you can use all the tiles, the game ends.
At the end of the triangle, keep the apexes of the triangle in the responsible color form or if you have three or more color forms adjacent to each other, you get points.
When you find out the hidden identity at the end, you get more points.
The player who got the best score will be the winner.

CONTENTS

Triangular Tiles 36pieces Score Cards 3sheets



PREPARATION

- Distribute "Score Cards" one by one and distribute triangular tiles of blue circle, red triangle, green hexagon, one by one randomly face down. In 2 player play, you will not use 1 face down.
- The player confirms that the color shape does not leak to other players, and places it under 3 of the "Score Cards" in the backward direction.
- Place 2 triangular tiles of the same color type in point symmetry and create a hexagonal "Arranged Place".
- Shuffle the remaining triangle tiles all the way downwards and create some "Deck".
- Randomly arrange three pieces face-down from 'Deck' and create 'Chosen Place'.

PREPARATION

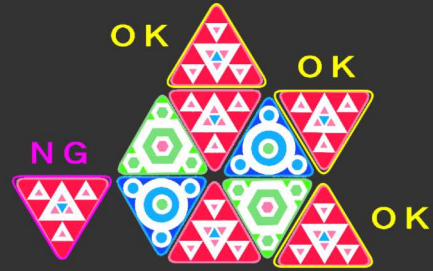


PROGRESS OF GAME

- I will decide the start player.
- The start player selects one from three of "Chosen Place".
- Place the selected one in "Arranged Place".
 - Connect and arrange
 - Place in overlapping
 - I will do either.
- If there is a deck, face up on 'Chosen Place' and replenish it from 'Deck'.
- Move the start player to the left (clockwise) and repeat 2 to 5.

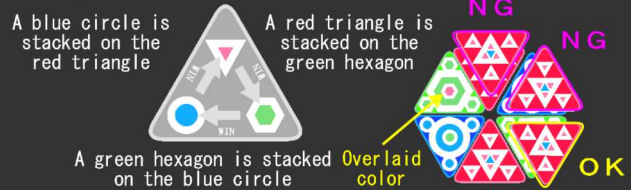
PROGRESS OF GAME

- Connect and arrange
You can connect one or more sides of a triangle tile in contact with other tiles



PROGRESS OF GAME

- Place in overlapping
You can reduce the "Score Card" by 1 and overlap the tiles. Since there are three points at the beginning, it can be stacked up to three times. When stacking tiles, it is necessary to overlay according to the relation of color strength. The color of the middle of the tile is the color to be superimposed on top.



END OF THE GAME

- When the triangular tile of "Chosen Place" disappears, it ends.
- At the end of the triangle tile as indicated by the arrow on the back of the player will predict the color shape of the player and point it all together. Blue circle to red triangle. Red triangle to green hexagon. Green hexagon to blue circle. If the result indicated is correct The bonus will be generated in the score calculation. If you anticipate that there is no applicable player in two players, it points to a direction other than the player.

WINNING OR LOSING THE GAME

- A player with a higher score will win with the score calculation.
- In the case of tie points, the color form at the tip of the arrow will win by the relationship of color form. Example: If the blue circle and the red triangle are equal, the red triangle will win.
- If it is not decided above, it will be a draw.

SCORE CALCULATION

- We add the points remaining in "Score Card" and the following points.
- Triangular tiles can not be used for scoring calculations in duplicate
 - Triangle vertex score
If triangles are formed without blanks and triangle tiles of the same color shape are arranged at the three vertices, add points for the number of triangular tiles formed.
 - Triangular tile adjacency score
If three or more triangle tiles of the same color type are placed adjacent to each other, add the score for the number of adjacent triangular tiles.
 - Players who earn the bonus at the end of the game add 3 points to the above total score.

SCORE CALCULATION SAMPLE

The score of the red triangle is as follows
Triangle vertex score : 9points
Triangular tile adjacency score : 5points
Total:14points

