

## Tri\*T\*Area

Determining Majority		
In an Area	Majority of blocks visible from above.	If tied check building height
In a Building	Majority of blocks in building.	If tied, lowest player color wins

Round Preparations			
Round Number	Hand Size	Blocks	Rules/Regulations
1	8 cards per player	7 per player	Remove the four rank 5 cards
2	9 cards per player	8 per player	Take back all blocks from the board. Add the rank 5 cards Remaining card at round end is 'Declaration of Intent'
3	9 cards per player	9 per player	Take back all blocks from the board. Pre-round 'Declaration of Intent' – Simultaneous Card Reveal Advance Block Sale. Beginning to right of Lead Player and proceeding counterclockwise: Sell blocks you think you will not use +3 points for each block removed.

### You can always play any card at any time.

Rank 5 cards can always be changed to value 0 or 10 in exchange for Victory Points as indicated.

Determining the Trick Winners		
	Rightholder 1	Rightholder 2
All cards same suit	Lowest card of suit	Highest card of suit
One suit dominant	Lowest card of dominant suit	Highest card of dominant suit
Suits tied two cards each	Lowest card of suit with greatest difference in rank. Ties broken by suit led.	Highest card of suit with greatest difference in rank. Ties broken by suit led.
All cards different suit	Player who led the trick	Not awarded
Placing Blocks: Rightholder 1 then Rightholder 2		
<b>Rightholder 1:</b> Place a block on any of the squares corresponding to the suit of your played card. (Or default and take the penalty) You may place a block on top of a square that already has your or an opponent's block on it plus <b>Additional Construction</b> if qualified. <b>Leader of next Trick</b>		<b>Rightholder 2:</b> Same as Rightholder 1, but you may place <i><b>one or two blocks</b></i> on the same square. Plus, <b>Additional Construction</b> if qualified.
<b>Additional Construction:</b> - If you have placed a block orthogonally adjacent to a block of your own color that was placed on a previous turn, you qualify for additional construction. Optionally you may place a block on top of a square orthogonally adjacent to the building you placed this turn		

Immediate Scoring	
When a block is placed on an empty square whose space is printed with a score, the player gains those points immediately. <b>However, if the entitled player chooses not to place any blocks when they have the right, they are in 'default' and lose points equal to the rank of the card played.</b>	
End of Round Scoring (Highest Score becomes Lead next round)	
Every Round	<b>Area Exclusivity</b> – score 1 <sup>st</sup> and 2 <sup>nd</sup> according to majority table and points on board. If ties occur add 1 <sup>st</sup> and 2 <sup>nd</sup> together and divide equally rounding up
Every Round	<b>Tallest Building</b> – Majority of blocks in tallest building = 10 points If two buildings tied for tallest – Both players with the majority get 6 points each. If three or more buildings – players earn 4 points per building.
Round 2 Only Declaration of Intent	If you have majority in the Area of the suit of the card remaining in your hand earn points equal to the cards value.
Round 3 Only Pre-Declaration of intent	If you have majority in the Area of the suit of the card remaining in your hand earn points equal to the cards value, but lose points equal to the card value if ranked 3rd or lower.
End Game	Each player loses 2 points for each block they have left in front of them.