

TriATri

Designer: OR-U (おるー)

Players: 2-4

It's a game in a magical land of gems. Each of the three gems asserts its own power and the player who can keep the harmony and make their gems shine the brightest will win.

COMPONENTS: 18 gems (6 each in three colors); 21 playing cards (2 to 8 in each of three colors); 3 exchange cards

TERMS:

- **Round** - A round is the period from when a hand is dealt out until the cards are used up. There is a maximum of three rounds
- **Trick** - A mini-game in which each person plays 1 card. Winning such a game is called "taking a trick". In this game, the goal is to win by taking tricks and collecting gems.
- **Obtaining and Possessing Gems** - When you take a trick, you get a gem. Taking a gem from the center is called obtaining and having the gem is called possessing.
- **Start Player** - The first person to play a card in a trick is the start player. Except for the first trick of each round, the player who takes the trick will start the next trick.

CARD DESCRIPTIONS: Regardless of suit, the higher the number, the stronger the card. If two cards have the same number, refer to their suit attributes. The suits have a triadic relationship. Fire is strong against wood which is strong against water which is strong against fire. The exchange cards are the weakest.

All cards have their values doubled or quadrupled, depending upon the immediately preceding card.

PREPARATION: Place the jewels in a common place that all players can reach. You will also need room for a discard pile. Deal 6 cards to each player, and set the rest aside. The cards used will depend upon the player count:

No. of Players.	Playing Cards	No. of Exchange Cards	Undealt Cards
2	2-6 in each suit (15 total cards)	2	5
3	2-7 in each suit (18 total cards)	1	1
4	2-8 in each suit (21 total cards)	3	0

DECIDING THE START PLAYER: Each person chooses a card and reveals them simultaneously. The player who chose the highest ranked card (including abilities) becomes the start player. Each of the cards is discarded face down.

In a 3-player game, if all players choose the same number, return the cards to your hand, and the players choose again. In a 4-player game, if three players choose the same number, the remaining players becomes the start player.

PERFORMING TRICKS: The starting player chooses a gem from either the common area or in front of themselves.

Next, one at a time in clockwise order, the players play one card to the table. At this time, you can only play cards which share the suit of the chosen gem (or exchange cards). If you don't have a card of that color, you may play any card (even if you have exchange cards.)

Each time a card is played, the ability is processed, but this can be complicated. Refer to the Appendix.

The person who played the strongest card wins the trick and takes the gem. All cards played to the trick are discarded face down. The winner leads to the next trick.

END AND START OF A ROUND: After 5 tricks, your hand will be empty and the round ends. Collect all of the cards, shuffle them well, and deal 6 to each player again. Keep any gems you had from the previous round.

After three rounds the game is over and you should move on to score calculation. However, there are also ways for a game to end earlier.

END OF THE GAME: The game ends after 3 rounds, or if one of the following conditions are met:

1. All gems of one color are gone from the central pool.
2. Any player gets at least 2 of each gem; this player has won the game immediately.

SCORE CALCULATION: Calculate your score from the gems you've collected as follows:

- Each complete set of 1 red, 1 blue, and 1 green gems: 1 point
- An incomplete set of 2 gems (red/blue, blue/green, or red/green): -2 points
- Each remaining jewel is worth a number of points equal to the count of jewels of that color in the center of the table.

If scores are tied, the player with more gems wins. If this is also a tie, the game is a draw.

APPENDIX: This section will cover basic rules and exceptions; processing of special abilities; the exchange card.

- 1-1 - In example 1-1, a blue gem was chosen and all players followed suit. The person who played the highest ranked card wins.
- 1-2 - Same as the first example, but the third player does not have a blue card.
- 1-3 - Same as the first example, but the fourth player choose an Exchange card, even though they do have a red card.
- 2. - The third player wins because the green card was double as it was played after blue.
- 2-2 - You can win a jewel that doesn't match the color of card you played.
- 3. - The Exchange card is swapped with the highest value card at the time it is played.
- If there is a tie, the card played later is considered higher.