

TRIAD

Triple Challenge Strategy Game

Legend says, in ages past, there was a kingdom of such wealth and knowledge the world had never seen nor will see again. In this kingdom a game of pure skill was played. So prized was this game, it was played with the finest gems and was guarded as the kingdom's treasure.

The kingdom was Atlantis. The game is Triad™.

TRIAD™ is a game of pure skill with limitless strategic depth and brilliantly simple game play. TRIAD takes only minutes to learn and less than a half hour to play. Unlike most games of skill, TRIAD is full of game changing surprises. This is due to the triple strategies required to achieve one of three unique and distinctly different outcomes. These challenging strategies can be played separately, simultaneously, or as a multi-game tournament. TRIAD is a game of unparalleled variety. Play once and you will be a fanatic for a lifetime.

For 2 players ages 8 and up. CAUTION - CHOKING HAZARD: Keep TRIAD playing pieces away from small children.

GAME BOARD & GAME PIECE DESCRIPTION

EXAMPLE 1: Game Board

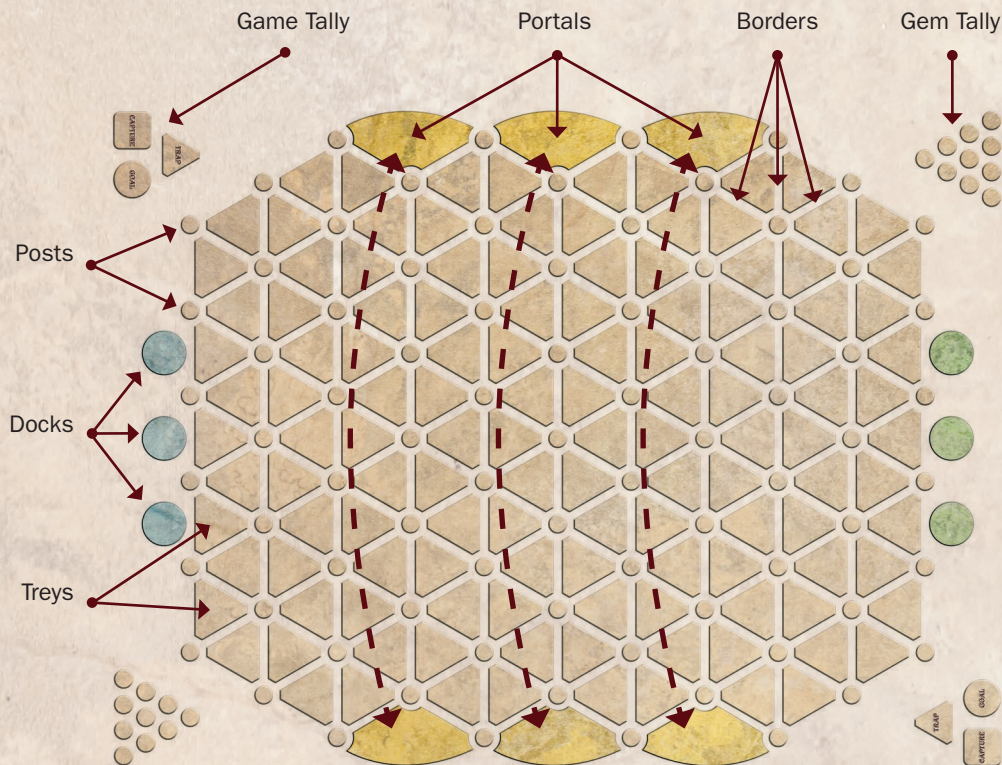
Game Board

The TRIAD game board is made up of triangular spaces called "Treys", small circular spaces called "Posts", 3 spaces on each side of the board called "Portals" and 3 opposing Docks. The lines separating the Treys and intersecting the Post are called Borders. A Game Tally and Gem Tally are used for scoring.

Game Pieces

Gems: Gems are placed on Posts, a new one at the start of each turn.

Jewels: Players have 3 Jewels that start on their Docks. All 3 Jewels must be moved each turn on to adjacent Treys.



TRIAD™ RULES

For 2 players ages 8 and up.

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1. THE OBJECTIVE OF TRIAD™

The object of TRIAD™ is to be the first to achieve any one of three unique outcomes: Breach, Trap, or Capture.



1.1 Breach: To move a Jewel across the board from your Dock to your opponent's Dock.



1.2 Trap: Use your Gems and Jewels to create Barriers that surround your opponent's Jewel, so that it may not be moved.



1.3 Capture: Capture a total of 10 Gems by bracketing them between two of your Gems.

2. RULES OF PLAY

2.1 Set Up

Each player selects a color and places their Jewels on their Docks. No Gems are placed on the board until play begins.

2.2 Turns & Play Order

By random a player is chosen to begin play. Players then alternate taking turns.

Each turn includes in the following order:

- 2.2.1** Place one Gem on any vacant Post.
- 2.2.2** Remove and replace captured Gems.
- 2.2.3** Move all three Jewels.

Players continue to alternate turns until one achieves a Breach, Trap, or Capture.

3. GEM PLACEMENT RULES

3.1 The first step of each turn is to place one Gem on any vacant Post and then perform any Captures that may result from that placement. If Jewels are moved before completing all possible Captures, those Captures are forfeit and the opponent's bracketed Gems become Safe. (see 7.0 Safe Posts & Gems)

3.2 Once placed, a Gem may not be moved unless removed by Capture.

4. GEMS OUTCOMES

4.1 Captures: If you bracket your opponents Gem with two of your Gems, on straight, consecutive Posts, you Capture it. Remove it and replace it with a one of your own.

4.2 Blocking: Create Barriers by placing Gems on adjacent Posts blocking your opponents progress to achieve a Breach. See **EXAMPLES 2 - 7.**

4.3 Traps: Immobilize one of your opponent's Jewels by surrounding it with Barriers so it may not move to another Trey or Portal.

See **EXAMPLE 7.**

5. JEWEL MOVEMENT RULES

5.1 All three Jewels must be moved every turn.

5.2 The first Jewel movement is from Dock to adjacent Trey. A Jewel may never move back on to its own Dock.

5.3 Jewels are moved after Gems have been placed (including Captures).

5.4 Borders are the lines bracketed by two adjacent Posts that separate each Trey. All three Jewels must cross only one Border, in any direction, to an adjacent Trey. See **EXAMPLE 2.**

5.5 Jewels may never move on to or across a Post. See **EXAMPLE 3.**

5.6 A Border becomes a Barrier when both adjacent Posts are occupied by your opponent's Gems. Jewels cannot cross Barriers.

See **EXAMPLE 4 & 5.**

5.7 Only one Jewel may occupy a Trey at a time. See **EXAMPLE 6.**

5.8 When a Jewel is unable to move, a Trap is achieved. See **EXAMPLES 7 - 9.**

6. JEWEL OUTCOMES

6.1 Breach: Moving one of your Jewels to any of your opponent's Docks will achieve a Breach. See **EXAMPLE 12.**

6.2 Blocking: Use your Jewels to slow your opponents Jewel progress. Your opponent may not move a Jewel on to a Trey occupied by your Jewel. See **EXAMPLE 6.**

6.3 Traps: Immobilize an opponents Jewel by occupying Treys so your opponent may not move. See **EXAMPLES 7 - 9.**

7. TRAPS

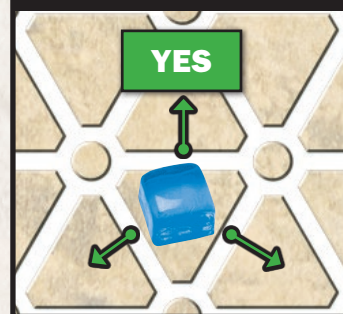
A Jewel is Trapped when it is unable to be moved. There are three possible Trap combinations: a Gem Trap, a Jewel Trap, and a Combination Trap.

7.1 Gem Trap: Surrounding an opponent's Jewel with Gems. See **EXAMPLE 7**

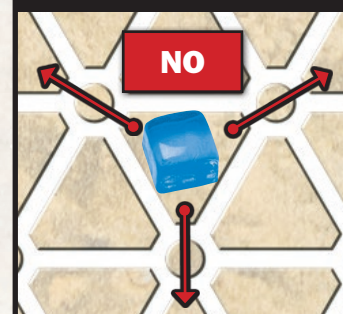
7.2 Jewel Trap: Surrounding an opponent's Jewel with your three Jewels. See **EXAMPLE 8.**

7.3 Combination Trap: Surrounding an opponent's Jewel with a combination of two Jewels and two Gems. See **EXAMPLE 9.**

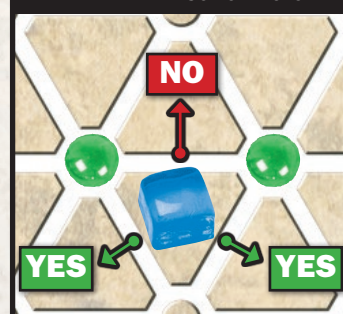
EXAMPLE 2: Jewel Move



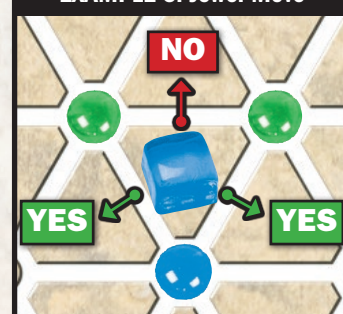
EXAMPLE 3: Jewel Move



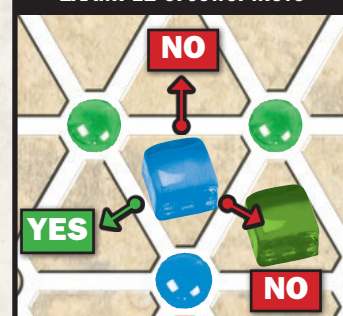
EXAMPLE 4: Jewel Move



EXAMPLE 5: Jewel Move



EXAMPLE 6: Jewel Move



8. CAPTURES

When you place a Gem, and with that placement you bracket one and only one of your opponent's Gems on consecutive, straight Posts, you capture that opponent's Gem. See **EXAMPLE 10**.

It is possible to capture more than one Gem with a single Gem placement. This is done through a Multiple Capture, a Chain Reaction Capture, or a combination of both.

8.1 Multiple Capture

Multiple Captures occur when the placement of a Gem brackets more than one of the opponent's Gems on different but intersecting borders. See **EXAMPLE 11**.

8.2 Chain Reaction Capture

When a Gem is captured, it is removed from the board, placed in the capturing player's Gem Tally, and replaced with one of the capturing player's Gems. This can result in a Chain Reaction Capture. If replacing a Captured Gem brackets another Gem, that Gem is also Captured. This chain reaction continues until no other Gem replacements lead to additional Captures.

See **EXAMPLE 13 on back page**.

CAUTION: Chain Reaction Captures can ruin your day!

9.0 SAFE POSTS & GEMS

Posts between two of an opponent's placed Gems are "Safe" for Gem placement. Gems forfeited due to moving out of turn are also safe. See **EXAMPLE 14 on back page**.

10. PORTALS

Three Portals border each side of the game board. If you move a Jewel on to a Portal, on your next move:

10.1 You may move that Jewel on to a Trey bordering the Portal.

10.2 You may move that Jewel to the Portal on the opposite side of the board. A Jewel may be transferred only to the Portal directly across from the one it occupies. See **EXAMPLE 1 on front cover**.

10.3 If you use a Portal, you must move that Jewel on to a Trey on your next turn. Once you have moved on to a Trey, you may again move on to the same Portal on your following turn.

10.4 If you cannot move a Jewel on to a Trey or to another Portal, that Jewel is Trapped.

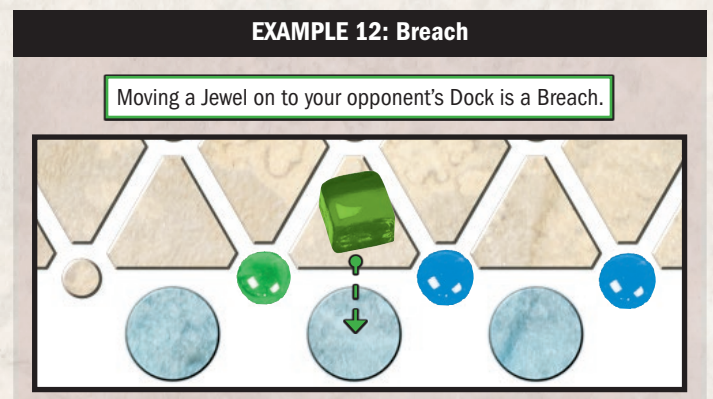
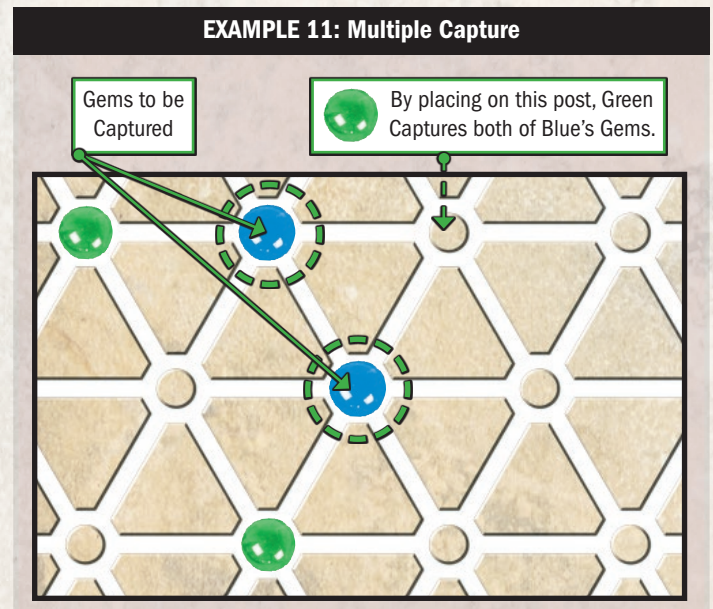
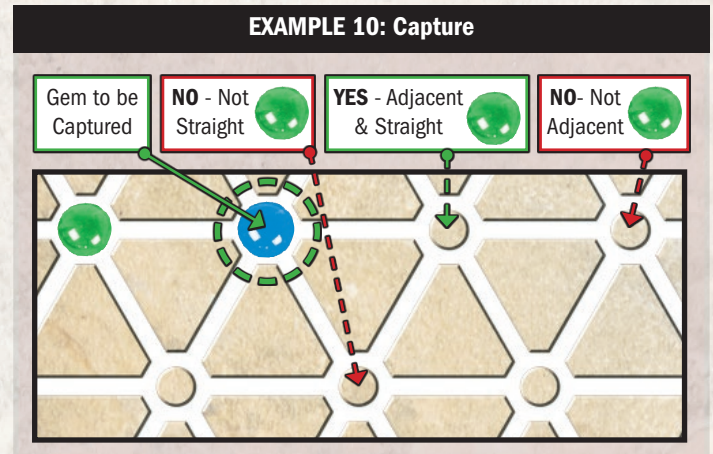
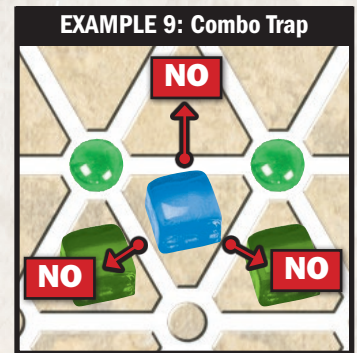
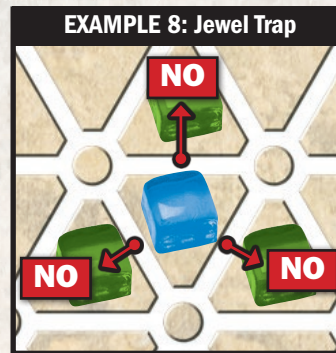
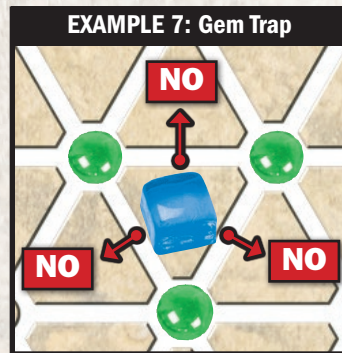
11. WINNING THE GAME

A game of TRIAD is won when a player achieves any one of the three possible TRIAD outcomes: Breach, Trap, or Capture.

11.1 Breach

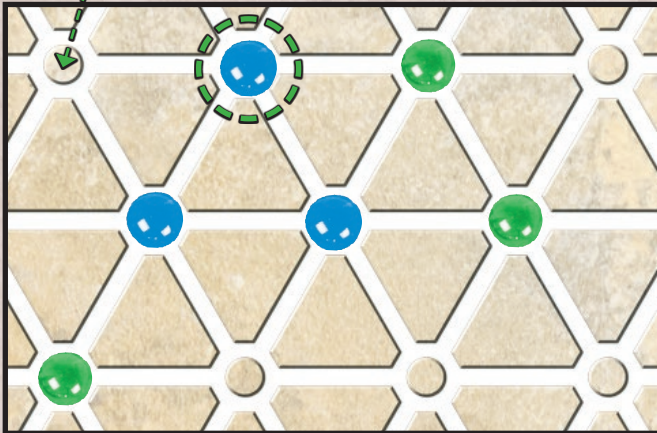
If a player moves a Jewel across the board and on to an opponent's Dock, that player wins by Breach and the game ends. To win by Breach, only one Jewel needs to enter any of the opponents Docks.

See **EXAMPLE 12**.

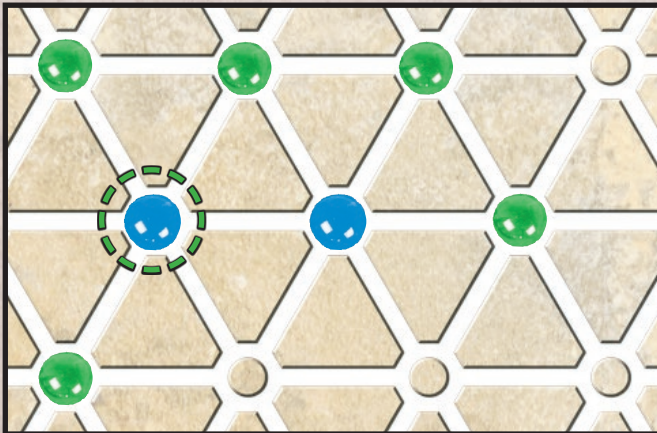


EXAMPLE 13: Chain Reaction Captures

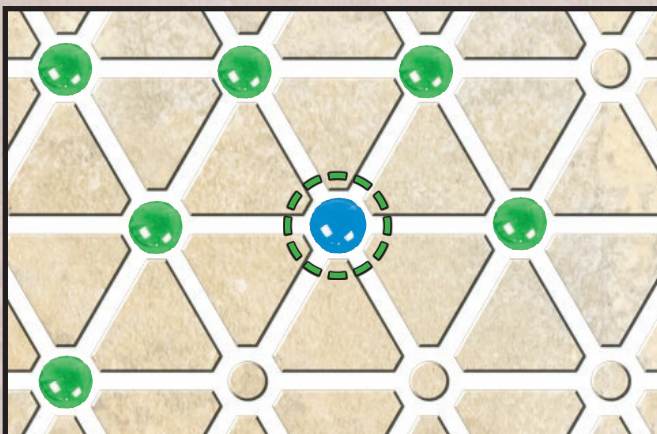
By placing here, Green captures the indicated Blue Gem.



After replacing Blue's captured Gem, Green captures another Blue Gem.



After replacing Blue's captured Gem, Green captures another Blue Gem. Green has captured 3 Blue Gems with 1 Gem placement due to Chain Reaction Capture.



Green is "Safe" to place on this Post.

EXAMPLE 14: Safe Post



11.2 Trap

To win by Trap, a player must surround an opponent's Jewel so that it may not be moved. Only one Jewel needs to be Trapped to win.

11.3 Capture

Filling your Gem Tally by capturing 10 of an opponent's Gems wins by Capture.

12.0 TRIAD TOURNEY RULES

TRIAD is designed to be played in a tournament style series of games. To win a TRIAD Tourney, a player must be first to win games by all three TRIAD outcomes: Breach, Trap, and Capture. A TRIAD Tourney will take a minimum of three games and possibly five or more. After a game is won, play is stopped, all Gems are cleared from the board, and a new game begins. Victories are tracked by placing a Gem on the appropriate symbol in the Game Tally.

A player can win by a particular outcome only once during a TRIAD Tourney. When games are won, rules for winning subsequent games change to the following:

12.1 If only one player has won by a particular outcome, the game is a draw, play is stopped, and a new game begins. If a player feels an opponent may have an advantage, that player may play for a draw rather than risk a loss.

12.2 If both players have already achieved the same outcome, the game continues until a player wins by an outcome not won.

12.3 When both players have won by Trap, Jewels trapped during subsequent games are removed from play. Having a Jewel trapped reduces the opportunity to achieve a Breach.

12.4 When both players have won by Breach and Trap, Jewels are not used in the next game. Players alternate placing Gems until one player wins by Capture.

13.0 SINGLE STRATEGY GAMES

One of the nice things about TRIAD is the variety of games that can be played. TRIAD outcomes stand alone as great games.

13.1 A game of Breach: The game is only stopped when one player achieves a Breach.

13.2 A game of Trap: The game is only stopped when one player achieves a Trap.

13.3 A game of Capture: Jewels are not used at all and the game is only stopped when one player achieves a Capture.

14.0 HELPFUL HINTS

14.1 Begin by placing Gems on the outer edge of the board and work toward the center.

14.2 Block your Dock by placing gems on the Posts immediately in front of your Dock. Your opponent will not be able to cross the barrier to Breach.

14.4 Do not let your opponent block his Docks.

14.5 Try to control the Portals to insure that you will be able to use them and your opponent will not.

14.6 Always try to move your Jewels forward.

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