TriCore

Designed by Paschalis Antoniou

TriCore is an abstract strategy game for 2 players of at least 8 years of age, with an average playing time of 25 minutes. The game is played on an elongated hexagonal board consisting of 51 points, and in order to play the game players will need the following:

- 3 <u>Blue</u> rings (players can replace Rings with Pawns or any other token of blue colour)
- 3 <u>Red</u> discs – representing the ''Cores''
- 24 <u>White</u> discs
- 24 <u>Black</u> discs

Cores and Rings placement phase

Starting with Black, players alternate turns placing one (1) Core on any empty space of the board, <u>except</u> from the peripheral points and <u>not</u> adjacent to any Core already placed on the board.

Once all three (3) Cores are placed on the board, players need to place the three (3) Rings.

Starting with <u>White</u>, players alternate turns placing 1 Ring on any empty point of the board, <u>except</u> from any point being adjacent to a Core(s) and adjacent to another Ring already placed on the board.

After all Cores and Rings are placed on the board, players alternate turns placing and moving their discs according to the rules provided below.
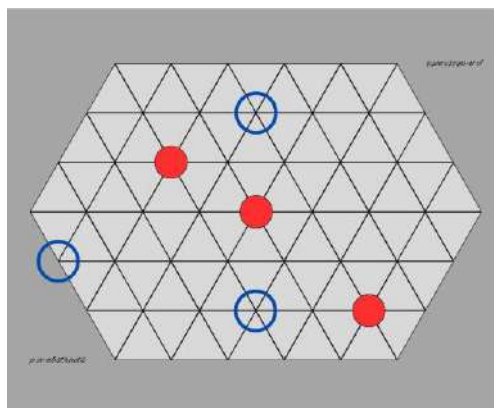
Eg. 3 red Cores and 3 blue Rings have been placed

Discs placement and movement phase

Beginning of a turn

At the beginning of each player's turn, players' check if any Rings are ''trapped''. A Ring is trapped if there is no empty point in any of the lines extending from that Ring in order for it to perform a move.

Rings always move in a <u>straight line</u> and end their movement on any <u>empty</u> point on the board. They are not allowed to move above or pass through other Rings, or any of the Cores.

Trapped Rings are removed from the game.
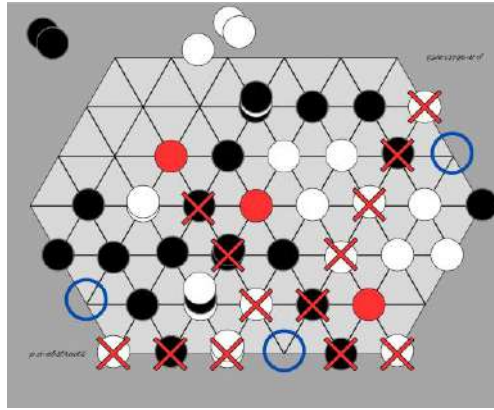
Eg. The Ring at the bottom row is ''trapped'' and thus removed from the board

Discs placement and movement

Starting with Black, players alternate turns placing and moving their discs according to the rules provided below.

Black has to place one (1) black disc inside one (1) of the Rings being on the board. Then, the player has to move that Ring always in a <u>straight line</u> and end its movement on any <u>empty</u> point on the board. Rings are not allowed to move above or pass through other Rings, or any of the Cores.
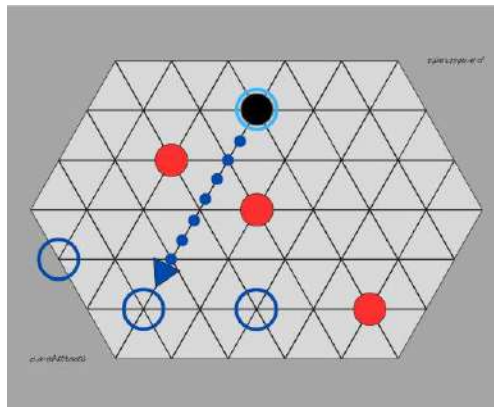

Eg. Black places a disc in the Ring on the second row from top to bottom. Then, Black moves the Ring to the point on the sixth row, from top to bottom

In case the player wishes to also move any of his/her discs, <u>except from the disc already placed on board,</u> can do so following the movement rules provided below.

The player can also move any of his/her owning discs to an <u>adjacent point</u> stacking another disc, as long as the disc moved is raised by one (1) level (eg. A height – 1 disc moves on top of an adjacent disc, thus raised to a height – 2 stack).

The maximum height of a stack is 3 discs (height – 3 stack).

Then, the turn passes to White, who has to place a white disc following the rules provided above. In addition, White can also move one (1) white disc, again following the rules provided above.
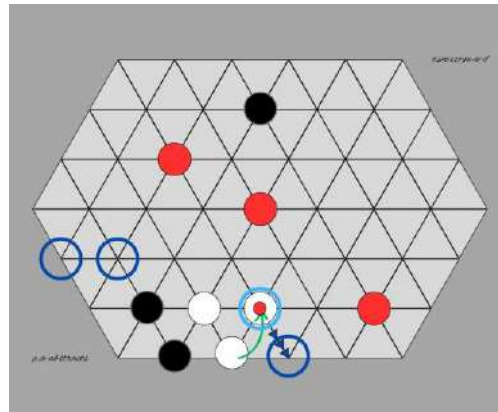
Eg. White places a disc in the Ring on the 6th row from top to bottom and moves the Ring to the bottom row. Then White moves a disc, raising it to a height – 2 stack
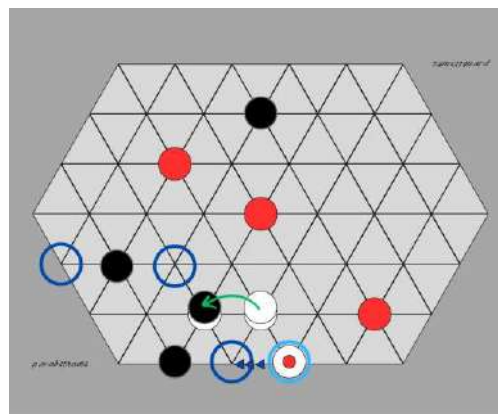
Eg. White places a disc in the Ring on the bottom row and moves the Ring to the left adjacent point. Then White moves a disc, raising it to a height – 3 stack

A disc already placed cannot move, but it can be stacked by another adjacent disc.

Moving a disc is not mandatory.

The topmost disc on a stack is an ''active disc'' and any discs underneath it are ''inactive''. Only ''active discs'' can perform a move and also count in winning conditions. Single discs not being part of any stack are considered as ''active discs'' as well.

Notes on stacking

Placing discs on top of any of the ''Cores'' is not allowed.

Only a single ''active disc'' can move, according to the movement rules provided above.

Passing is not allowed

Group of discs

Any number of discs of the <u>same</u> colour forming a coherent path, vein(s), or simply being adjacent to each other.

A single disc with no adjacent disc(s) of the same colour counts as a group with one (1) disc.
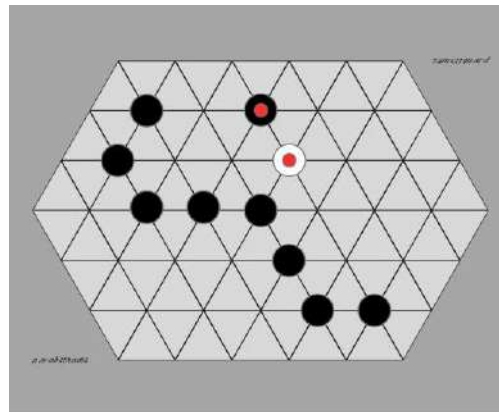
Eg. In the example provided above there is a group of 8 black discs, one group of 1 black disc marked with a red dot, and one group of 1 white disc marked with a red dot – the graphic is just for illustrative purposes and it will never occur in a game

End of the game

The game ends once there are no Rings left on the board, or whenever both players run out of discs to place on the board.

Winning conditions

A player wins when at the end of the game he/she has more ''Cores'' connected to a <u>single group</u> than his/her opponent.

In the case of draw, (eg. Both players are connected to the same number of ''Cores'' with a single group), then the player with the biggest/longest group wins the game.
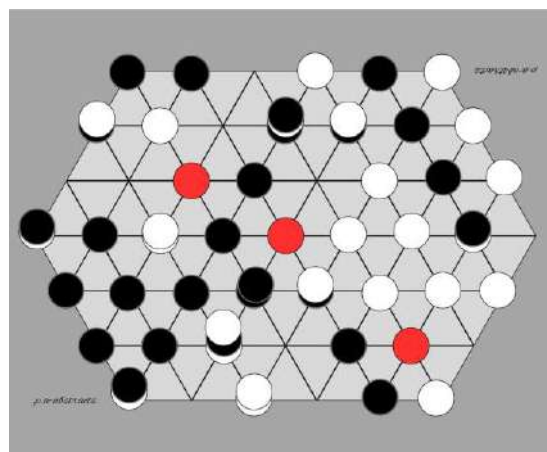
Eg. Both players' have single groups connected to 2 Cores resulting in a tie. The groups connected to the Cores at the 6th and 3rd rows from top to bottom do not count, as there must be a coherent group connected to most Cores. Black's group consist of 12 discs against White's group which has 9 discs, thus Black wins the game.