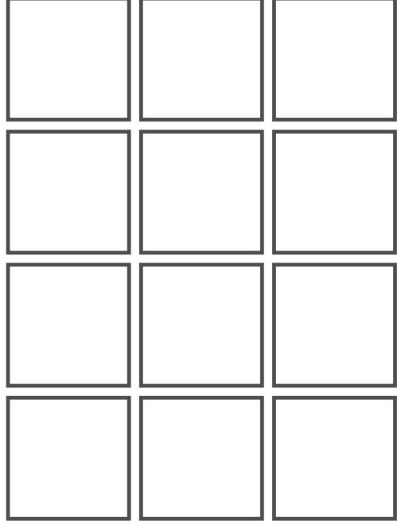


TRICE



Connect 3 with dice in a trice

TRICE version 0.3.0
<https://github.com/migius/trice-boardgame/>



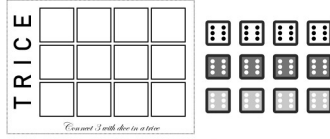
TRICE

Connect 3 with dice in a trice

age 8+ | 2 players | 5 minutes

COMPONENTS

1. One card
2. 12 dice in 3 colors:
 - a. 4 white dice
 - b. 4 purple dice
 - c. 4 orange dice
3. This rulebook



Components

SETUP

1. Place the card between the two players
2. Every player roll 6 dice, the player with most 6s is the first player, in case of tie, with most 5s, 4s...
3. The second player choose a die for the first player, **don't change the die value.**

GAME FLOW

The first player places the die chosen by the opponent in a free square on the card, there are no placement restrictions.
After placement: if a *Trice* is created the player who placed the die wins the game immediately or if a *Double Trice* is created he loses immediately.

If no *Trice* is created the player who placed the die chooses another die for the opponent and a new turn begins.

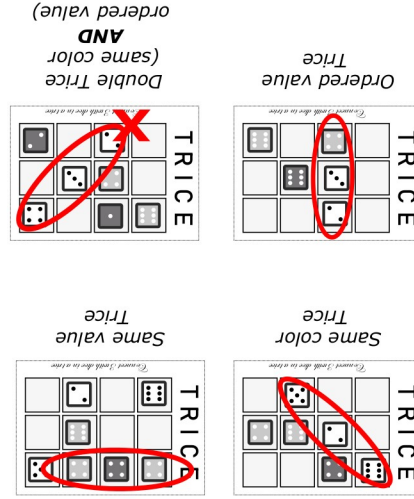
BOARD COMPLETED

If the board is complete the player that place the last die must indicate a dice on the board, in the next turn the other player must swap the chosen die with one adjacent die.

After that he must increment the value of one of swapped dice by one (a 6 becomes 1), check if he make a *Trice* **only after value change**, in this case the game ends immediately. The game will continue with this rule untill a player make a *Trice*.



CREDITS
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Print and Play Design Contest



EXAMPLES

END OF THE GAME
When a player makes a *trice* on the board the game ends immediately and the player who placed the die wins. If a player make a *Double Trice* he lose immediately.
TRICE
A *trice* is composed by three dice horizontally, vertically or diagonally aligned with **only one** of these conditions:

- Same color
- Same value
- Ordered value (e.g. 2, 3, 4)

DOUBLE TRICE
If there are **two** conditions in the same three dice the player lose immediately.