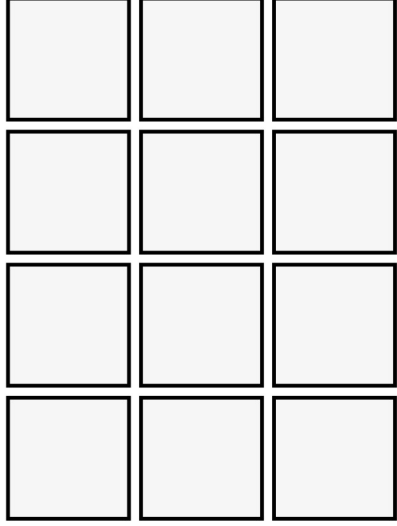




TRICE



Connect 3 with dice in a trice

TRICE version 0.3.1
<https://github.com/migius/trice-boardgame/>



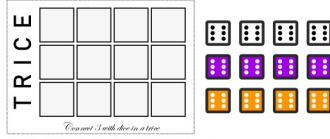
TRICE

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 places the last die must indicate a die on the board. For his next turn, the other player must swap the chosen die with one adjacent die.

After that he must increment the value of one of the swapped die by one (a 6 becomes 1), and check if he makes a *Trice* **only after the value change**. If so, the game ends immediately. The game will continue with this rule until a player makes a *Trice*.



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Thanks to: @kevinplaysgames,
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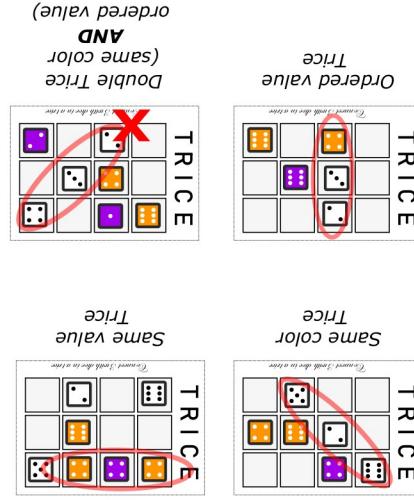
CREDITS



TRICE

Connect 3 with dice in a trice

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 makes a *Double Trice* he loses immediately.

TRICE

A *trice* is composed of 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 loses immediately.