Triple Triad

"I knew we were destined to play. Let's begin!"
  - Quistis

Triple Triad is a card game that was invented by a psychic named Orlan, who was inspired by tarot cards. At first, it was only played by soldiers who wanted to pass time between deployments, but eventually it spread to all corners of the world, becoming popular with people of all ages and occupations. Triple Triad was first introduced in the video game Final Fantasy VIII.

Basic Rules

Before staring the game, each player chooses a hand of 5 cards from his or her collection. Both players make an initiative check to decide who goes first and after that they take alternating turns until the end of the game. During each turn, a player has to place one card on an empty space on a 3-by-3 board. Every Triple Triad card has a number on each of its four sides. When you place a card next to one of your opponent's, the numbers on the touching sides are compared. If your number is higher, you capture the other card. Players can only capture cards during their own turn, so a card that is just being placed cannot be captured. We recommend to place small tokens such as coins or dice to keep track of who currently owns which cards on the board. The goal of Triple Triad is to capture as many cards as possible and after the board is completely filled, the player with the most cards in his or her possession wins the game. Cards that are still in your hand also contribute to your total score. When the final score is tied, the game is started from the beginning, until one player wins.

Special Rules

While the basic rules always apply, additional rules may be used by some players depending on the location. Below are some of the most common special rules.

Open: Both players play with open hands.

Same: When you place a card next to one with the same number on the touching side, you still capture it.

Combo: When you capture a card, then you also capture all of its other adjacent cards that have a lower number than it does on the respective touching sides. The rule is then applied to all further captured cards.

Random: The players cannot choose their hand, but instead take 5 random cards from their collection.

Sudden Death: When a game ends in a draw, it is restarted, but both players use their captured cards from the previous game as their hand in the new one.

Rewards

While Triple Triad tournaments usually award Gil, Items or Equipment for winning, casual games focus on acquiring new cards. With the most commonly used rule, the winner takes one card of his choice from the loser's hand. However, there are also different rules for card rewards, some of which are listed below. In addition, cards may also be bought, sold and traded just as any other good. Prices may vary significantly depending on the popularity of the game and the rarity of the card.

Diff: Winner takes an amount of cards from the opponent's hand equal to the difference of their final scores.

Direct: Both players take all cards that are in their possession at the end of the game.
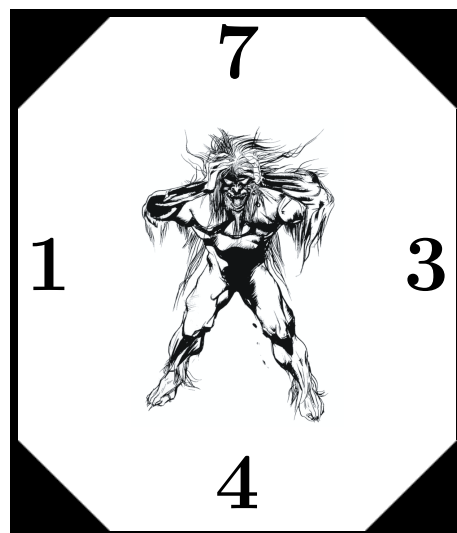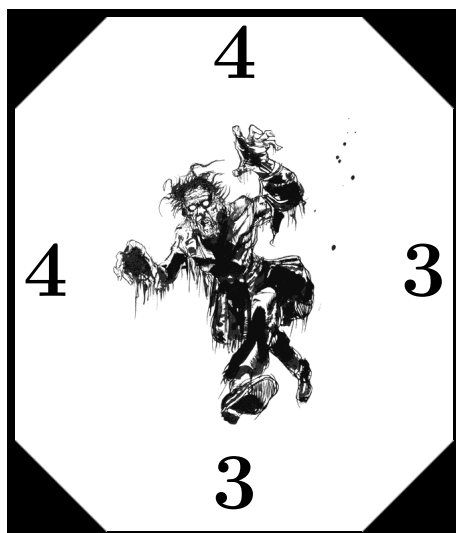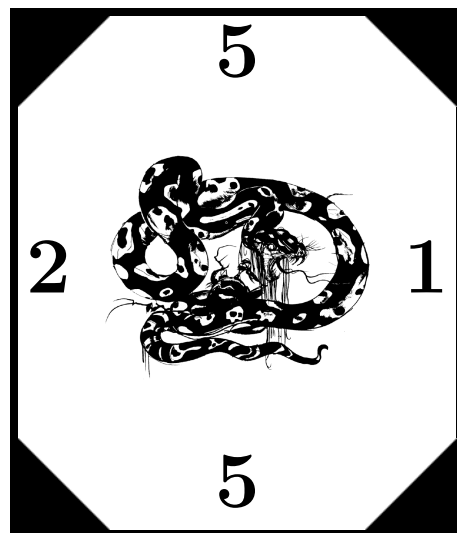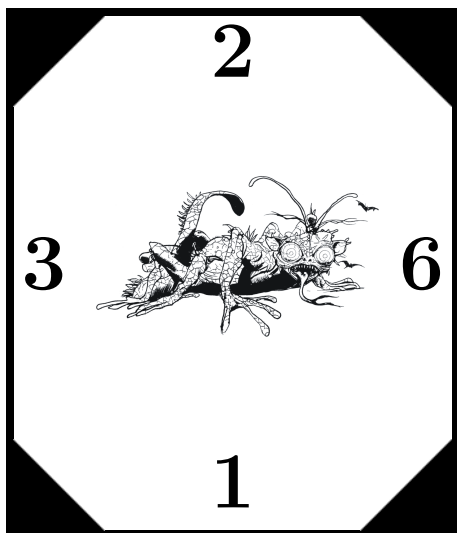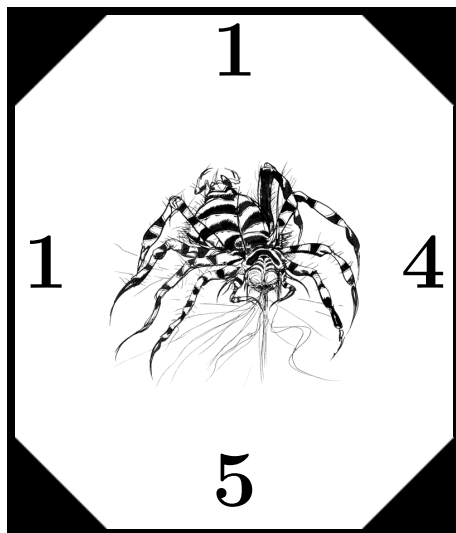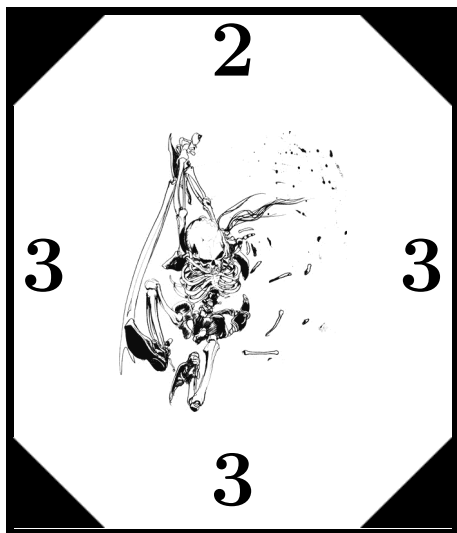
All: The winner takes all 5 cards from the loser's hand.

Example
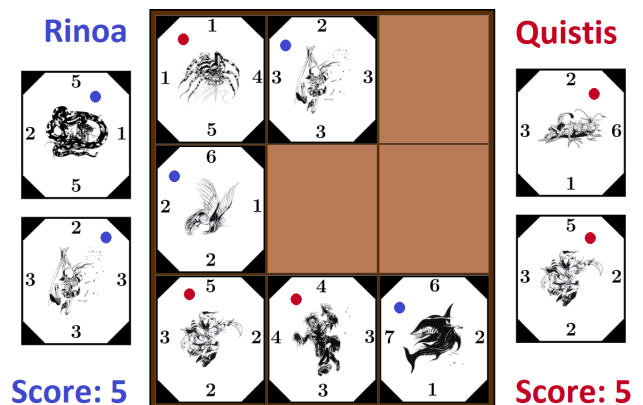
In the example above, both players have already placed 3 cards and the score is tied. The colored markers on the cards indicate which player currently owns which cards. It is Quistis' turn, so she has to play one of the two cards in her hand onto one of the free spaces. A strong move would be to place the Goblin card (the bottom one) in the central space, as that would allow Quistis to capture both the center-top and the center-left cards. Another smart move would be to place the basilisk card (the top one) in the central space, which would only capture the center-left card, but have a stronger defense against the open space on the center-right. Quistis could also safely place any of the two cards in one of the other two free spaces, but in this situation it would not allow her to capture any of Rinoa's cards.

In the following, a list of Triple Triad cards is given that is sorted by card rarity from top to bottom. The artwork on the cards was originally created by Yoshitaka Amano for the first Final Fantasy video game. If you want to use them, we recommend you to duplex print (long edge mode) everything starting from the next page to align cards with their backsides. The list is not exhaustive and you are encouraged to add your own creations to it.

Top	Left	Right	Bottom
2	3	3	3
1	1	4	5
5	3	2	2
2	3	6	1
6	2	1	2
5	2	1	5
6	3	5	1
2	5	1	7
6	7	2	1
4	2	5	5
4	4	3	3
7	1	3	4

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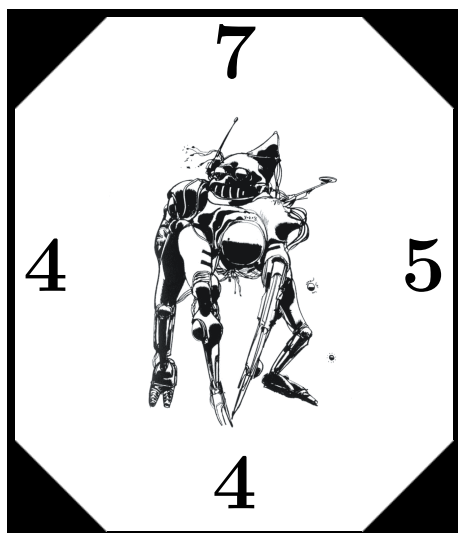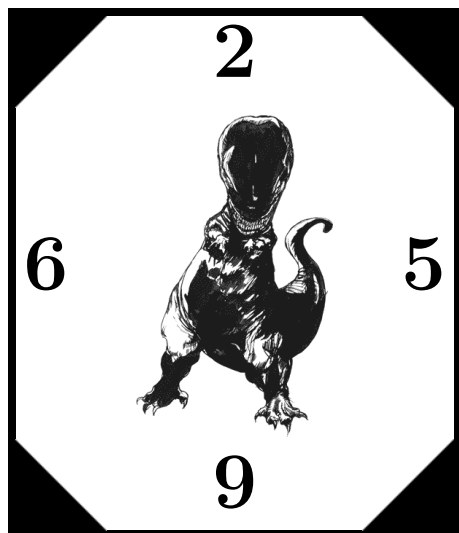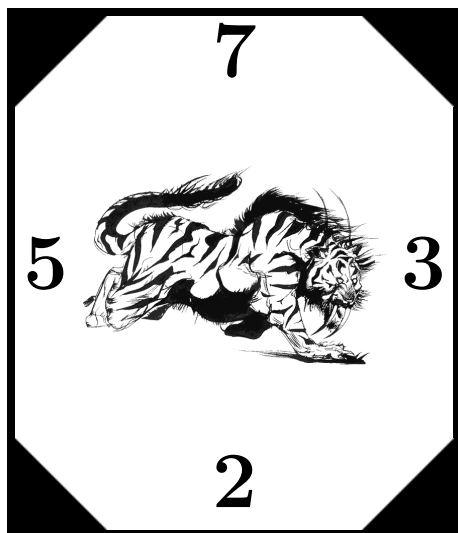./art/tripletriad/cardback.png

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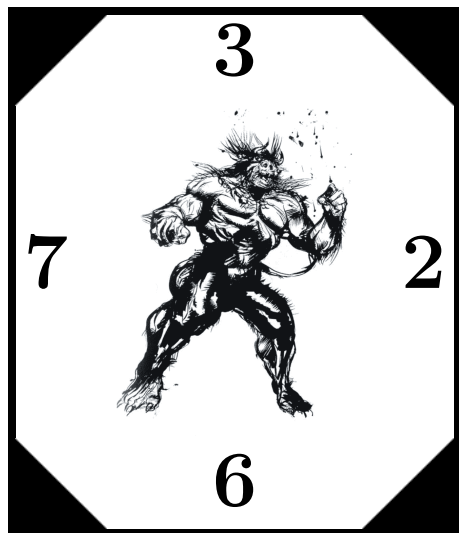| Card	Top	Left	Right	Bottom
1	3	7	2	6
2	5	3	1	9
3	2	6	8	3
4	5	5	5	1
5	7	5	3	2
6	4	7	3	5
7	2	6	5	9
8	8	2	3	8
9	7	7	7	1
10	3	5	7	5
11	7	4	5	4
12	8	4	6	3

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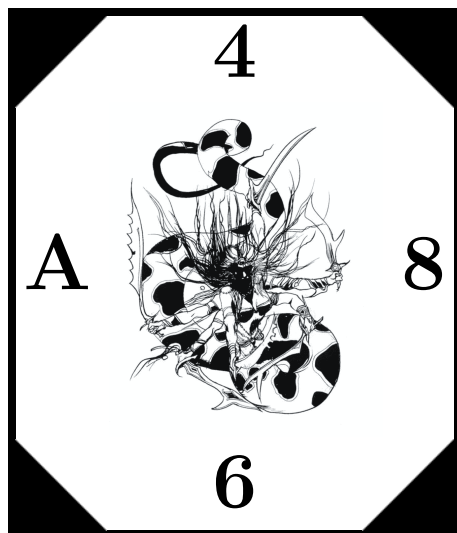./art/tripletriad/cardback.png

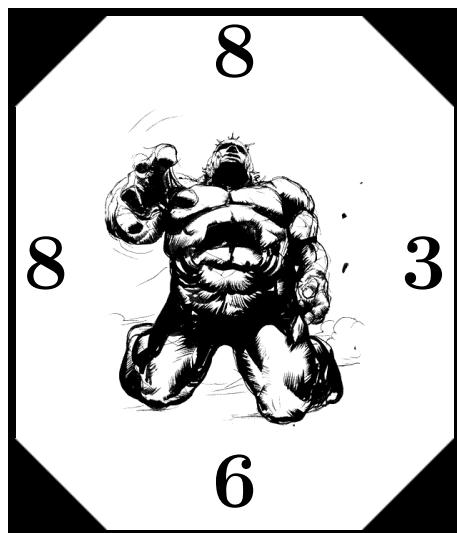./art/tripletriad/cardback.png

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5		4		4
6 7		7 9		9 8
7		3		3

8		7		9
8 3		3 8		1 9
6		6		4

4		A		7
A 8		6 6		4 6
6		6		A

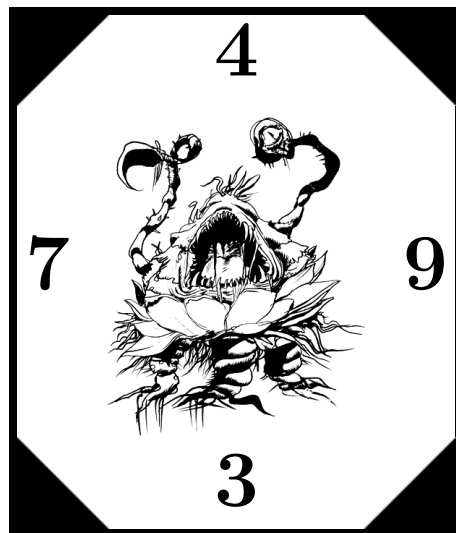| 7		5		A
2 A		A A		5 5
9		3		A

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