1. Introduction

Triple Cross is a board game of secretive teams, hidden teaming, and resource management. Each player acts as a secret agent for groups to win in ninja landscape. The objective is to be the first to get 10 points, either by individual actions (resource conversions) and covert team successes (hidden faction events).

2. Components

1. Game Board
   * Features spaces for Standard Movement and Team Event Rooms.
   * Some board rounds might include additional zones such as Resource Spaces or Market Areas.
   * Black Market (Central Location). A permanent location in the center of the board where players can convert resource cards into individual points (see Section 4.2).
   * Mini Market (1×1 Tile). A mobile market tile that randomly relocates each round, offering temporary, randomized trades or effects (see Section 4.2).
2. Dice
   * A single standard six-sided die for movement.
3. Cards
   * Resource Cards: Represent items like Intel, Funds, or Influence. Gather them to exchange for points.
   * Action Cards: Used during covert team events or mandatory voting sessions to sway outcomes (Sabotage, Strengthen, Recon, Betrayal, Thief, Plot, Authority, etc.).
   * Interference Cards: Provide tactical disruptions that affect your opponents (e.g., forcing them to discard, blocking trades).
   * Movement Cards: Allow players to adjust or add to their dice roll (e.g., move an extra 1–8 spaces).
   * Event Cards: Triggered at set intervals (e.g., every 3 rounds) to introduce temporary rules or global effects.
   * Mini Market Deck: Contains Special Trades, Instant Effects, and Risk Cards specific to the Mini Market.
4. Tokens & Markers
   * Player Markers: One per player to track their position on the board.
   * Team Tokens: Placed when a team event succeeds, hinting at hidden alliances but not revealing them directly.
   * Voting Tokens/Pads: For conducting secret ballots during team events (optional to use paper slips).
   * Point Tokens: Used to track each player’s individual score.
5. Team Assignment Mechanism
   * A sealed deck or envelope system containing colored tokens or team cards. Each color corresponds to a hidden faction controlling specific board rooms or organizations.

3. Setup

1. Board & Pieces
   1. Lay out the game board on a flat surface with enough room for all players and their cards.
   2. Each player selects a Player Marker and places it on the designated start space near any team headquarters.
   3. Place the Black-Market tile in the center of the board.
   4. Randomly place the Mini Market tile on a standard, unoccupied space every round
2. Card Distribution
   1. Shuffle the Resource Deck thoroughly.
   2. Shuffle the Action Deck, Movement Deck, and Interference Deck.
   3. Deal 10 cards total to each player in the final iteration.
   4. Place the remaining cards face-down as draw piles within easy reach.
   5. Place the Mini Market Deck face-down near the board.
3. Team Assignment
   1. Shuffle the Team Cards (or tokens).
   2. Each player draws one, which determines their hidden faction color.
   3. Players keep this affiliation secret until the end of the game or until a card forces a reveal. Some action cards (like Betrayal) can alter team assignments mid-game.
4. Token & Score Setup
   1. Place Point Tokens in a communal supply area, accessible to all.
   2. Each player starts at 0 points; you can track this on a scoreboard or through personal point counters.

4. Gameplay Flow

Each player’s turn follows four primary phases, cycling clockwise around the table:

4.1 Movement Phase

1. Roll the Dice
   * Roll a standard six-sided die to determine base movement (1–6).
2. Apply Movement Cards
   * Each player can play one Movement Card to add (1–8 spaces) or otherwise adjust the dice roll.
   * Movement Cards mitigate unlucky rolls or enable strategic leaps.
3. Move Your Marker
   * Count spaces on the board corresponding to the total.
   * If you pass over or land on special spaces (e.g., resource, team event, or market spaces), you must follow that space’s rules.

4.2 Board Resolution Phase

After moving, resolve the space on which you land:

1. Standard Spaces
   * Typically allow the player to draw 1–2 Resource Cards.
   * If your hand limit is reached, discard before drawing.
   * Some standard spaces may offer small perks like a trade opportunity or bonus resource draws.
2. Team Event Rooms
   * Landing on one triggers a Team Event (Section 5).
   * The active player invites a specified number of other players (often 2 or more) to participate in a covert mission.
3. Black Market (Central Tile)
   * A permanent space where players can convert resource cards into individual points.
   * Use the Resource Conversion Guide to determine set combos (e.g., 3 Intel + 2 Influence = 1 Point).
   * Important: Players may only convert once per visit. This prevents a single turn from yielding multiple points in one go.
   * After converting, resume your turn; you cannot convert again until you land here on a future turn.
4. Mini Market (Mobile Tile)
   * The Mini Market is a temporary market that relocates each round (see “Mini Market Relocation Mechanic” in Section 4.4).
   * When a player lands on the Mini Market:
     1. Draw from the Mini Market Deck (one card).
     2. Resolve its effect, which may include:
        + Special Trades (e.g., “Trade 1 Intel for 2 Funds”).
        + Instant Effects (e.g., “Gain 1 card of your choice from the deck” or “Steal a random card from a nearby player”).
        + Risk Cards (e.g., “Lose 1 random resource card”).
     3. Only one player can use the Mini Market per round. Once it has been used, it is considered “closed” until it moves again.
5. Other Market/Trade Spaces (if present)
   * Some boards include additional market or trade spaces. You may trade resources with a central pool or with other players.
   * Certain spaces allow direct exchange of Resource Cards for minimal point gains or special items.

4.3 Action & Resource Management Phase

1. Play Action Cards
   * If an action card such as Sabotage or Strengthen is relevant to an ongoing event or you wish to hamper an opponent, play it now.
   * Only one action card can be played per voting event across all players.
2. Resource Conversion
   * Exchange a set of Resource Cards (e.g., 3 Intel + 2 Funds) for 1 individual point.
   * Check your game’s Conversion Table for exact combos and point values.

4.4 End Phase

1. Pass the Dice to the next player clockwise.
2. Mini Market Relocation Mechanic
   * At the end of each full round (i.e., after all players have completed their turns), roll to determine the Mini Market’s new location. Choose as a group which way it moves correspondingly to the dice.
   * If the rolled space is already occupied by another special tile or a player’s marker, re-roll until a valid, unoccupied standard space is found.
   * Place the Mini Market there and reopen it for the next round.
3. Group Voting Event (Every 3 Rounds)
   * At the start of each 3rd round, draw an Event Card.
   * Conduct a secret vote (all players) to decide whether the event rule is adopted or rejected for the upcoming round.
   * Authority Cards may be used here to double a vote.

5. Team Events & Voting System

Triggering a Team Event

* When a player lands on a Team Event Room, they initiate a covert operation by choosing other players to invite.
* The initiator sets an objective: to support or sabotage the organization controlling that room.

Voting Process

1. Secret Ballot
   * Each invited player plus the initiator casts a “Yes” or “No” vote using tokens or slips, placed into a hidden container.
2. Action Cards
   * Sabotage or Strengthen can tilt the event outcome. Only one such card is allowed collectively per event.
   * Betrayal, Thief, etc., have their own conditions and typically apply before or immediately after the vote’s resolution.
3. Outcome
   * If majority vote “Yes,” the event’s declared objective succeeds. The initiator typically gains 1 personal point, and a Team Token is placed for the faction controlling that room.
   * If “No” wins, the mission fails or the opposite effect occurs (points lost, no token placed, or points awarded to a rival faction).

Strategy & Deception

* Hidden Factions encourage bluffing. Even if a room corresponds to your team’s color, you might pretend to oppose it if you suspect infiltration.
* Repeated “Yes” votes in favor of one faction’s color token may hint at hidden allegiances.

6. Scoring & Win Conditions

1. Individual Points
   * Earned via Resource Conversions or success in Team Events.
   * Tracked openly (e.g., with point tokens or scoreboard).
2. Team Points (Team Tokens)
   * Awarded discreetly when a faction-based operation succeeds.
   * Observers see only the color of the faction’s token, not who contributed. Over multiple events, you can infer likely alliances.
3. Winning the Game
   * The first player to reach 10 total points (combining resource-based points and team event contributions) wins immediately.
4. Black Market & Mini Market Impact on Scoring
   * Black Market is the primary and most stable method of converting resource sets into individual points—only one conversion allowed per visit.
   * Mini Market introduces a volatile, secondary path to gather resources or sabotage opponents, potentially accelerating or hindering individual scoring.

7. Special Mechanics & Interactions

1. Voting & Deception
   * The entire system revolves around hidden teams and partial cooperation, with events designed to expose or obfuscate alliances.
   * In multiple sessions, players form ephemeral partnerships that can vanish once betrayal becomes profitable.
2. Betrayal Card & Penalty
   * A spy may switch teams mid-game by playing Betrayal, sacrificing 1–3 personal points. This penalty ensures betrayal is a powerful but risky move.
3. Thief Card
   * Steals resources from an adjacent player (often requiring “line-of-sight”). This can derail a rival’s resource conversion strategy right before they score.
4. Optional Variants
   * No Movement Cards: More luck-based approach.
   * Double Betrayal: Increase penalty for repeated or second betrayals, intensifying the cost of disloyalty.

Example Turn Summary

1. Movement Phase
   * Roll the die (result 4), play a Movement Card +2, move total 6 spaces.
2. Board Resolution
   * Land on a Resource space, draw 2 Resource Cards (or) land on the Mini Market, draw from the Mini Market Deck.
3. Action & Resource Management
   * Use any action cards.
   * Convert 3 Intel + 2 Funds for 1 point (if you are on the Black Market tile, you’re limited to one conversion this visit).
4. End Phase
   * Pass dice to the next player.
   * If it’s the 3rd round, reveal an Event Card and hold a mandatory vote.
   * After all players have had their turn, relocate the Mini Market by rolling to find its new space.