

TRIDECO

A competitive game of 13-sided shapes.



20-40'



3-4



5+

TRIDECCO

A competitive game of 13-sided shapes

Objective:

On your turn, place tiles at different positions on the board. To win, get rid of all of your tiles before the other players do.

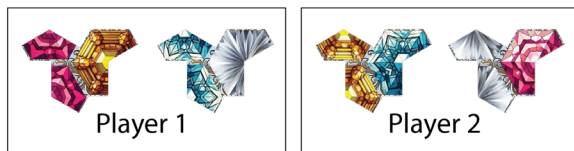
Components:

54 Tiles

1 Slotted board

Setup:

2 player game – Each player receives 18 tiles, 9 of each color combination.



3 player game – Each player selects one of the color combinations below and receives 12 tiles.



Order of Play

4 player game - Each player selects one of the color combinations below and receives 9 tiles.



Order of Play

A) Basic Game (Ages 5 and up):

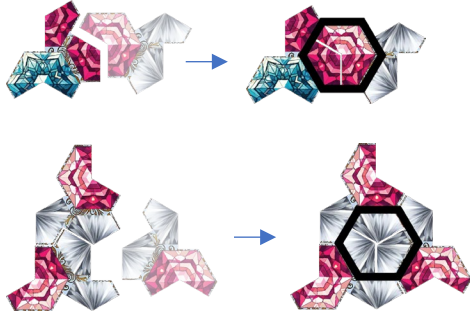
At the start of a basic game, the first player tosses one of their tiles into the air. Where it lands determines their starting placement. Play continues clockwise. Note: The starting placement cannot be at the edge of the board. If it lands there or lands outside the board, toss again.

A1) A player's turn:

Each player places a tile adjacent to any other tile on the board. If a tile does not fit tightly into a slot, rotate or flip it over so it fits completely.

A2) Forming a hexagon gem:

If a player places a tile in a way that forms a hexagon gem of a single color, that player can play another tile. Otherwise, it's the next player's turn.



A3) Winning the Basic Game:

The first player to get rid of all their tiles wins the game.

B) Advanced Game (Ages 10 and up):

The advanced game option introduces trading between players and offers rewards for forming multiple gems at once.

B1) Player's turn:

A player now has a second option: to trade.

- a) Place a tile: If the placement forms a hexagon gem of the same color, the player can place another tile or trade a tile.
- b) Trade: The active player can offer to trade one tile with another player.

The other player can accept or reject the trade. If the trade is rejected, the player can place a tile or offer another trade. The player's turn ends.

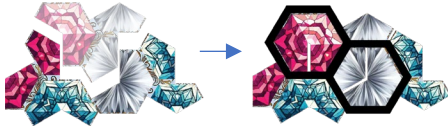
B2) Ending a turn:

A turn ends when the player places a tile that does not form a gem or when the player completes a trade.

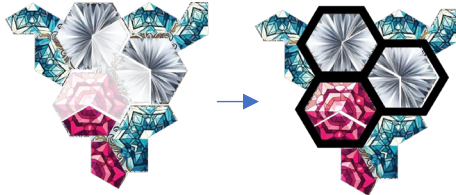
B3) Special: Making 2 or 3 hexagons in one play:

On rare occasions, a player can form more than one gem (2 or 3) in one placement.

- 1) Double (two gems): After the player forms two gems, they can force trade with another player (opponent cannot decline) AND can place another tile.



- 2) Tridecco (three gems): At any time, when three gems are formed in one placement, the player wins instantly.



B4) Winning the Advanced Game:

As in the basic game, the first player to get rid of all their tiles wins the game.

C) Playing Multiple Rounds with Points

In this option, the player with most total points after multiple rounds wins. The starting player rotates clockwise each round.

C1) Number of Rounds:

3 player game – 3 rounds.

4 player game – 4 rounds.

The round starts with a toss as usual.

C2) Ending the Round:

A round ends when one player gets rid of all of their tiles. Round points are based on finish position, from fewest to most tiles remaining.

1st – 3 points

2nd – 2 points

3rd – 1 point

C3) Count Points:

At the end of the last round, the player with the highest point total wins. Points in the final round serve as the tiebreaker.

C4) Sample Scorecard:

3 players:

	Player 1	Player 2	Player 3
Round 1	2	1	3
Round 2	2	1	3
Round 3	3	2	1
Total	7 (win) tie breaker	4	7

4 players:

	Player 1	Player 2	Player 3	Player 4
Round 1	3	1	0	2
Round 2	1	3	2	0
Round 3	0	2	3	1
Round 4	3	0	1	2
Total	7 (win)	6	6	5

Credits:

Game Concept: Ted Yu

Test Players: Janemeister, Cyclone, Chise, Jedi

Art and Design: Ted Yu, Jo-Jo

Online Game: TKanX

Find out more:

For more information on the game, check out the website at and sign up for our mailing list:

<http://www.tridecco.com>

Play online: <http://play.tridecco.com>