

TRI*T*AREA

新都市開発計画ゲーム
トリテリア



Game Overview:

The players are developers undertaking urban development of the new city Tri*t*area (Triteria). During "meetings", players will compete for the rights to construct buildings by making presentations using plan cards from their hand. Players that earn rights during a meeting can then build in order to occupy areas and buildings and have the tallest building. Players may earn immediate victory points when placing some buildings and when evaluating at the end of a round. The game takes place over three rounds of development simulation, each with a slightly different set of rules. At the end of the game, the player with the most victory points wins!

Important Rule! Determining exclusive use of "area" and "building"

Exclusive use of area

For each area, the player color that has the most blocks visible from above

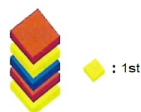
(If tied, check the heights of the buildings)



Building occupancy

For a building, it is the most present color.

(If tied, the lowest player color wins)



Contents:

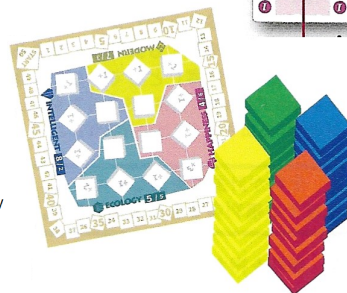
Plan Cards: 36

The 36 cards represent a development plan (hereafter referred to as "plan"). There are four types of development concepts (colors/suits): "Intelligent" (blue), "Modern" (yellow), "Ecology" (green), and "Happiness" (red), each with a rank of 1-9. The higher the rank, the larger the construction scale. The lower the rank, the faster the construction speed. The cards ranked "5" have a special ability and can change to a 0 or 10 (details below).



Board: 1

There are 4 areas corresponding to 4 types of development concepts, each showing 4 squares for a total of 16 construction spaces. The edge of the board is the scoring track.



Blocks: 9 pieces per player (36 total)

(Note: block color may vary)

Blocks are the material for constructing buildings.

You indicate that you have built a building placing it on the square of each area of the board

Leader Marker: 1 | Scoring Markers: 4 | Overview: 4 | Rulebook

*Affix the stickers provided to the leader marker and scoring markers

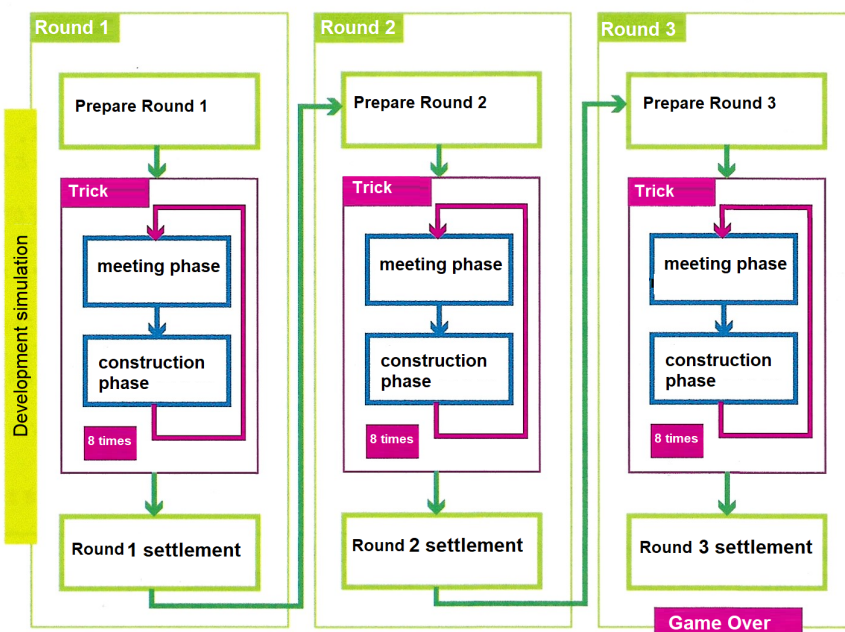
Game Flow: (4 player rules)

The flow of the game is structured as shown in the diagram to the right. Perform 3 rounds of development simulations. Regulations change and new rules are added for each round. The cycle of "meeting phase" and "construction phase" is called a "trick". After completing 8 tricks in a round, perform the "settlement phase".

After three rounds, the game is over.

Set Preparations

Hand/Round	Hand size	Blocks	Rules/regulations
1	8 per player	7 per player	Remove the four rank 5 cards.
2	9 per player	8 per player	Declaration of intent (remaining card)
3	9 per player	9 per player	- Lead area declaration (pre-round) - Advance block sale



Preparation: Round 1

Place the board in the center of the table within reach of the players. Place the 4 scoring markers, blank side up, on the board in the "start" space.

Determine the "start player" in any appropriate manner. The start player removes the four 5's from the 36 cards and sets them aside. The 32 cards are then shuffled and dealt face down, eight cards to each player. Each player holds the cards dealt to them so that only they can see them. This is called their hand.

Each player chooses a color of their choice and takes seven blocks of that color. The two unused blocks are set aside.

When ready, proceed to the "Meeting Phase."

Additional Rule for Round 1:

No 5's are used/included in the cards

*The 5's are special cards which can be changed into a 0 or a 10 in exchange for VP. This change can occur for all uses, such as playing or if used as a bidding card.

Preparation: Rounds 2-3

Collect the blocks of your color which were placed on the board. Score markers remain where they are.

The player with the highest score becomes the start player. This player adds the four 5's removed from during the initial preparation, shuffles the 36 cards, and deals nine cards face down to each player.

In round 2, each player has eight blocks of their color, with one block set aside unused. In round 3, each player uses all nine of their blocks.

Additional Rule for Round 2:

Declaration of Intent:

In round 2, the players will play 8 tricks, but have 9 cards in their hand. The remaining card is each player's "Declaration of Intent". At the end of the round, if the player ranks first in the area shown on this card, they earn additional points (there is no benefit for being ranked 2nd or lower in that area.)

Additionally, for round 3, perform the following additional steps:

Lead Area Declaration:

At the beginning of the round, each player declares their intention to be the leader in an area by selecting a card from their hand. At the end of the round, a player earns points equal to the rank of the plan if they rank first in the area indicated by the published plan, and loses points equal to the rank of the plan if they rank third or lower. Second place is ± 0 .

Once each person has finished selecting their plan, the cards are simultaneously revealed. The cards should not be commingled with any other cards and should be visible to all players.

Selling and Buying Blocks:

Before the start of round 3, blocks may be sold. You immediately gain 3 points for each block removed from in front of you. (When the round ends, you must pay 2 points for each block which you did not place on the board.)

Beginning with the player to the right of the start player, in counterclockwise order, declare how many pieces to sell and remove, advancing the score markers on the scoring track.

Meeting Phase:

1. One of the players is the start player of the "meeting". Place the Leader marker in front of the start player. Players take turns in clockwise order, beginning with the Leader.
 2. On your turn, choose a "Plan" card from your hand and place it face up in front of you. This is called your "proposal".
- You may choose any plan in hand. You may support a plan with the same concept (color) as the "proposal" or a plan with a different concept, a "counter-proposal".

*All players are required to submit one plan at a time. Even if you do not have a plan that you want to submit, you must submit one.

3. After all plans have been submitted, compare them to determine the two rights holders that will build in the construction phase

4. Players who did not earn the right to build turn the cards face down and play proceeds to the Construction Phase.

DETERMINATION OF BUILDING RIGHTS:

The plans submitted by everyone are reviewed and the concept (suit) with more support (cards in play) is adopted. (Example 1 below) Two of the supporters of the adopted concept will receive the right to build:

Rightholder 1: The player who supports the adopted concept and submits the plan with the fastest construction speed (lowest number) will be the leader in the next trick and will build first during the construction phase.

Rightholder 2: The player who supported the adopted concept and submitted the plan with the largest construction scale (higher number) and will build second during the construction phase.

If the number of votes is 2 to 2, the concept with the larger rank difference will be adopted. (Example 2 below) If the rank difference is also equal, the concept (suit) proposed (played) by the leader is adopted.

If all players propose different concepts, the leader's concept is adopted; the leader is the first rights holder and no second rights holder is granted. (Example 3 below)

Ex 1: The red suit wins majority 3 to 1. Red 1 becomes Rightholder 1 and Red 9 becomes Rightholder 2.

Ex 2: The suits are tied 2-2. Green wins since the difference between the 2 cards is larger. i.e. (8-1) > (9-3)

Ex 3: Since everyone's votes are divided, the leader becomes Rightholder 1 and there is no Rightholder 2.

*In the examples, suits are represented by colors

*In rounds 2 and 3, a player who plays a 5 may change the rank of the plan (card) to 0 by paying 1 point or to 10 by paying 2 points when determining the rightful owner. This is optional. (Example 4 to the right)

Ex 4: The player who played the Yellow 5 pays 2 points to change to a 10 and becomes right holder 2

Construction Phase:

1. The players who earned rights during meeting phase **place blocks** according to the rules shown below.

Rightholder 1 places blocks first, followed by Rightholder 2.

Any other players do nothing during this phase.

2. When placing blocks, **score points** if any points have been earned from the placement of a block and adjust scoring markers accordingly.

3. When complete, place the place card face down aside. Rightholder 1 becomes the next lead player and receives the lead player marker. Then advance to the next trick. If this is the eighth trick, proceed to the settlement phase.

Points when Building:

When a block is placed on an empty square whose space is printed with a score, the player gains that score (+1 to +3) immediately.

However, if the entitled player does not place any blocks when they have the right, they are in "default" and immediately lose points equal to the rank of the card played. (In the case of a 5, a player could pay 1 point to reduce the rank to 0, therefore only losing the 1 point.) Players' scores cannot go below 0.

Placement of Blocks:

Rightholder 1: Basic Construction (+ Additional Construction)

Place one of your blocks on any of the four squares in the are corresponding to the concept (suit). You may place a block on top of a square that already has your own block or another block on it.

Rightholder 2: Basic Construction (+ Additional Construction)

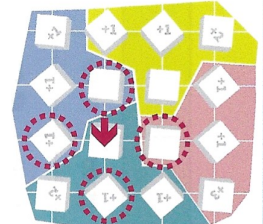
Place one of your blocks in the same way as Rightholder 1, but player may optionally place a second block on top at the same location. The two blocks may not be placed on different spaces.

Additional Construction - If conditions are met, execute immediately after Basic Construction:

If you have placed a block orthogonally adjacent to a block of your own color that has already been placed, you gain the right to additional construction. Optionally, you may place an additional block on top of a square orthogonally adjacent to the building where you placed this turn.

Additional construction

In the picture shown, if a player places their block down on the ↓ and it is adjacent to one of their existing blocks, they may place an additional block on any of the locations showing a ○.



Settlement Phase

After 8 tricks have been completed, the settlement of phase (score calculation) is performed. Check the scores of the current set of accounts in order and move each player's score marker.

Area Exclusivity (all rounds):

The players with the first and second most blocks on the top of buildings in each area receive the specified number of victory points (as indicated on the board and on the summary card). For ties, first check the heights of the buildings; the taller building wins. Then, if still tied, add the points and divide, rounding up any fractions. If you needed to "add and divide" for first place, do not award second place points.

Declaration of Intent (2nd round):

Each player potentially earns points for the unplayed plan card remaining in their hand. If the player is ranked first in the area scoring for the color corresponding to their remaining card (suit), the player earns points equal to the card's rank.

Lead Area Declaration (3rd round):

Each player potentially gains points for the number on the card revealed before the beginning of the round. Specifically, a player earns points for the rank of the plan if they rank first in the area indicated by the published plan (suit), and loses points for the rank of the plan if they rank third or lower in that area. Second place is ±0.

Remaining Block Purchase (3rd round):

Each player loses 2 points for each block left in front of them.

*If the card used for Declaration of Intent or Lead Area Declaration is a 5, the number can be changed to 0 or 10 by paying victory points

Scoring

Area Exclusivity		Tallest Building	
1st	2nd	single	two
: 8	: 2	: 10	: 6 each
: 7	: 3	: 6 each	: 4 each
: 5	: 5	: 4 each	
: 4	: 6		

2 Declaration of Intent
Remaining card area
 = 1st : X

3 Lead Area Declaration
declared card area
 = 1st : X | 3rd/4th : X

3 Remaining Block Purchase
per block : 2

Tallest Building (all rounds):

The player who has the majority of blocks in the tallest building (among all buildings) earns points. If one building is the tallest, the player with the majority of blocks in that building earns 10 points; if there is a tie for building height among two towers, the eligible players earn 6 points each. If three or more buildings are tied, the eligible players earn 4 points per building. (For intra-building ties for majority, the player whose block is lower in the building wins the tie.)

Round 1 Settlement Phase

- Area Exclusivity
- Tallest Building

→ prepare round 2

Round 2 Settlement Phase

- Area Exclusivity
- Tallest Building
- Declaration of Intent (remaining card)

→ prepare round 3

Round 3 Settlement Phase

- Area Exclusivity
- Tallest Building
- Lead Area Declaration (declared at start of round)
- Remaining Block purchase

Game End

At the end of three rounds, the player with the most points wins. In case of a tie, the victory is shared.

Example Play

Meeting Phase

① I propose an Intelligent development with a 9!

② Hmm, I think Modern instead.

③ Maybe I won't try to win this one.

④ I support the Modern development!

プロトを提案

Leader Marker

*The player is leader in this round because they were Rightholder 1 in the previous round

Let's liven up the game using fun corporate jargon and meeting-speak!

*Rightholder 1: Their concept was adopted (most of suit played) and they played the lowest card.

Hooray, it's Modern!

コンセプトが決定

Oh, biscuits! I lost

Woo-hoo! O yea!

Whatever, at least I saved one of my blocks to use later.

*Rightholder 2: Their concept was adopted (most of suit played) and they played the highest card.

Construction Phase

Rightholder 1 Turn

I'll build on this spot in the Modern area and earn 2 points right away!

決定したコンセプトのエリアに建設

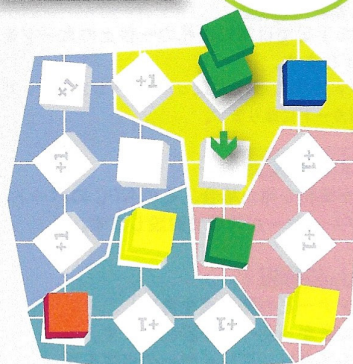
When building on an empty space with points showing, players earn the points immediately

Move player marker

Rightholder 2 Turn (Basic Construction)

Rightholder 2 may place 2 blocks on the same location. One is mandatory but the second is optional.

I will do large scale construction and place two blocks here!



Rightholder 2 Turn (Additional Construction)

When placing next to an adjacent block of their own, player may place an additional block in an adjacent location.

It does not have to be in the same area as the proposed concept.

Great! Since I placed my blocks next to one of my other blocks (in the circle), I can build again in an adjacent location. I can and I will!



Scoring example

Area exclusivity and tallest building

8/2
1st : 8 points
2nd : 2 points
*Green is taller building and beats orange for second place

7/3
1st : 5 points each
*In the event of a tie for area exclusivity, players split the total points for 1st and 2nd place (10) and receive 5 points each

5/5
1st : 5 points
2nd : 各 3 points each
*5 points for 2nd place is shared and rounded up

4/6
1st : 4 points
2nd : 6 points
*Orange ranked first for height difference

tallest building
6 points each
*Orange has the most blocks

*The green player beats the blue player for tallest building occupancy by having the lowest block in the building.

Score when building

*added during play

Declaration of Intent

*If in first place of the announced area, receive points for card

success! fail! success! success!

3 points 0 points 9 points 6 points

Results for this round (Round 2 Example)

	Blue	Yellow	Green	Red
Scored when building	5	4	0	4
Area Exclusivity	16	9	7	9
Tallest Building	0	0	6	6
Declaration of Intent	3	0	9	6
Total Score:	24	13	22	25

*Scores above calculated based on assumption that there was no breach of contract and no one changed a 5 to a 0 or 10

3 PLAYER RULES:

When playing with 3 players, add 1 non-player character (hereinafter referred to as "NPC") and proceed in the same way as the 4-player game. NPCs are new developers and will need help from the other players. The basic game flow is the same as the 4-player game. Please read the 4-player rules first. Below, only differences from the 4-player rules are described, so please read and play accordingly.

Preparation

Choose a start player from among the 3 players, excluding NPCs. Shuffle the cards and deal them to each player, including the NPC. It should be assumed that the NPC is to the right of the lead player for the hand, but if the players feel it should be somewhere else, that is ok.

Meeting Phase

NPCs always play the top card of their deck. (In the second round, their remaining card will be their declaration of intent card.)

Construction Phase

If an NPC earns the right to build second, the winner of the trick chooses their building location. If the NPC earns the right to build first, the winner of the previous trick determines where they build.

Round 3:

The NPC will choose the top card of their deck as their lead area declaration and will sell 4 blocks for 12 points.

Winner:

The player (excluding NPC) with the most points wins.

2 PLAYER RULES:

When playing with 2 players, add 2 NPCs and play a 2v2 team game. Each player forms a partnership with one of the NPCs and competes for the most combined victory points with their teammate. The basic game flow is the same as the 4-player game. Please read the 4-player rules first. Below, only differences from the 4-player rules are described, so please read and play accordingly.

Preparation:

The two players sit facing each other, each with an NPC to their right as their partner. Between the two human players, decide on a start player; they deal cards to everyone, including the NPCs. The turn order for Team A and Team B is then AbBa (where lower case letters are NPCs); play does not alternate between teams.

Meeting Phase:

NPCs always play the top card of their deck. (In the second round, their remaining card will be their declaration of intent card.)

Construction Phase:

If an NPC earns the right to build, their partner will make the building decisions on their behalf.

Round 3:

The NPC will choose the top card of their deck as their lead area declaration and their teammate will determine how many blocks they will sell.

Winner:

Each player sums their points and their partner's points and the team with the most points wins; if there is a tie, the victory is shared.

1 PLAYER RULES:

When playing with 1 player, add 3 NPCs and play solo. The player will handle all of the NPC decisions and aim to achieve a certain standard of developmental success. The basic game flow is the same as the 4-player game. Please read the 4-player rules first. Below, only differences from the 4-player rules are described, so please read and play accordingly.

Preparation: The player becomes the start player, shuffles the cards, and deals them to each player, including the NPC.

Meeting Phase: NPCs always play the top card of their deck. (In the second round, their remaining card will be their declaration of intent card.)

Construction Phase: If an NPC earns the right to build, the player chooses everything on their behalf.

Round 3: The NPC will choose the top card of their deck as their lead area declaration and the player determines how many blocks each player will sell.

Q & A

Q. If I place a block in an empty square marked with a score during "Additional Construction", do I still earn the points?

A. Yes.

Q. There is a 4-way tie for the tallest building, and Player A has the majority in 3 and Player B has the majority in 1. What are the scores?

A. Player A has 12 points and Player B has 4 points.

Q. At the time of scoring, there was only one building in an area. What will that player score?

A. If only one color is present in an area, the player gets first and second place points (10 points.)

Q. At the time of scoring, there is not a single building in one area. What happens to the points for that area?

A. No one gets any points for that area.

Q. I became the building rights' owner during the conference phase, but I don't want to place a block. Do I have to place it?

A. You may choose to not place the block as long as you pay the penalty points, equal to the rank of your card.

Q. If 2 or more players declare the same area during the "Declaration of Intent", how is that resolved?

A. They are resolved independently. All 1st place winners will receive their own points.

Q. If I use a card of 5 for the "Lead Area Declaration" and I am in first place, do I get 10 points if I pay 2 points?

A. Yes, you can. Or, if you pay 1 point, you get 0.

Q. Can I sell all my blocks in round 3?

A. Yes. You will receive 27 points, but you will lose points for "Breach of Contract" whenever you acquire the right to build.

Winner:

If the player has the most points, it is a successful development. If the player is ranked 2nd or lower, the developer has been disqualified. Success grades are determined by the score of the lowest ranked NPC.

Lowest NPC score	Title
50+	Super Developer!
40-49	Expert Developer.
30-39	Average Developer...
0-29	Beginner Developer

