

Tri*T*Area

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Players: 1-4; Ages: 10+; Time: 45 min

OVERVIEW: The players are developers who are entrusted with the development of a city. You participate in a development simulation in which you aim to contribute the most to the development plan of the new city, Tristeria. At meetings, you compete for the right to erect buildings by making presentations using your plans. Once you have won the rights, you can build a more significant contribution, such as an exclusive "area" and "tower" and receive victory points based on the evaluation of your contribution. The development simulation is played three times in slightly different formats, with the player who earns the most victory points winning the final game.

THE MOST IMPORTANT RULES: Determining the majority for each "Area" and "Building".

For an **area**, it is the color most seen from above. (If there is a tie for the number of colors, check the height of the buildings.)

For a **building**, it is the most present color. (If there is a tie for the number of appearances, the color appearing lower in the building is considered stronger.)

COMPONENTS: 36 planning cards (the 36 cards represent the development plan (hereafter referred to as "the plan"); there are four development concepts (colors): "Intelligent," "Modern," "Ecology," and "Happiness," each with ranks from 1 to 9. The higher the number, the larger the scale of construction, and the lower the rank, the faster the construction speed. Rank 5 is a special plan (see below).)

1 game board (showing four areas for four different development concepts, each with 4 squares -a total of 16 squares of construction space; surrounding this is a score track.)

36 blocks (9 in each of 4 colors; the colors in your box may vary. These are the materials for constructing the buildings. By placing a block on the board, it indicates a building has been constructed.)

1 rule book

1 start player marker and 4 score markers (you will need to apply stickers on these for the first game.)

4 summary cards

GAME FLOW (4 players): The game flow is shown in the diagram in the rules. Three sets of the development simulation (hands) are played. Regulations change and additional rules are added for each set. The cycle of "Meeting Phase" (card play) → "Construction Phase" (resolution) is called a "trick". After 8 tricks, the hand is settled. The game ends when the third hand is completed.

Hand/ Round	Hand Size	Blocks	Special Rules
1	8	7	The rank 5 cards are not included in the deck
2	9	8	Declaration of Intent (remaining card)
3	9	9	Lead Area Declaration (pre-publication) 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 rules for Round 1: No 5's are used/included in the deck. The 5's are special cards which can change into a 0 or a 10, in exchange for a VP. (This change can occur for all usages, such as playing or if used as a bidding card.)

PREPARATION (Rounds 2 and 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.

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 - Each player declares their intention to be the leader in an area by revealing 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, a block 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: 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.

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.

Once everyone has submitted their plans, they are compared and the two players with the right to build are determined. (More on this later.)

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. Two of the supporters of the adopted concept will receive the right to build:

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.
2. The player who supported the adopted concept and submitted the plan with the largest construction scale (higher number).

If the number of votes is 2 to 2, the concept with the larger rank difference will be adopted. 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.

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.

CONSTRUCTION PHASE: The two entitled players place 1-3 of their blocks on the board according to the following block placement rules. First, entitled player 1 places, then entitled player 2.

Any other players do nothing in this phase.

As the players are placing their blocks, check to see if any points have been earned, and adjust the score markers accordingly.

The player with the first right to build also takes the lead marker and will lead to the next trick; if the 8th trick was just completed, proceed to the next phase after building is complete.

Block Placement - For the first entitled player's placement, place one block from in front of you onto any of the four squares in the area which correspond to the adopted concept (suit). The block may be placed on top of any other blocks already present in the area, either yours or another players.

For the second entitled player, they place in the same manner, but may place two blocks on top of each other in the same location. (They may not be placed on different spaces.)

Additional Construction - In either of the above scenarios, if you place a block on a building which is orthogonally adjacent to a building where your block is on top, you may place an additional block on top of a building adjacent to the building where you placed this turn.

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.

SCORE CALCULATION: After 8 tricks have been completed, the settlement of accounts (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). If only one player is present, they earn both first and second place points.

For ties, first check the heights of the buildings; the taller building wins¹. Then, if still tied, add the points and divide,

¹ If two colors are tied for two buildings and the tallest buildings of each color in the area are the same height, check the height of the second building of each color. (Clarified with the publisher)

rounding up any fractions. If you needed to "add and divide" for first place, do not award second place points.

- **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 wins the tie.)
- **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.

VICTORY DETERMINATION: The player with the most points at the end of 3 rounds wins. In the case of a tie, players share the victory.

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.

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 NPCs². Shuffle the cards and deal 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 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 partner³. Between the two human players, decide on a start player; they deal cards to everyone, including the NPCs.

² 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. (Clarified with the publisher)

³ The turn order for Team A and Team B is then AbBa (where lower case letters are NPCs); play does not alternate between teams. (Clarified with the publisher)

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.

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