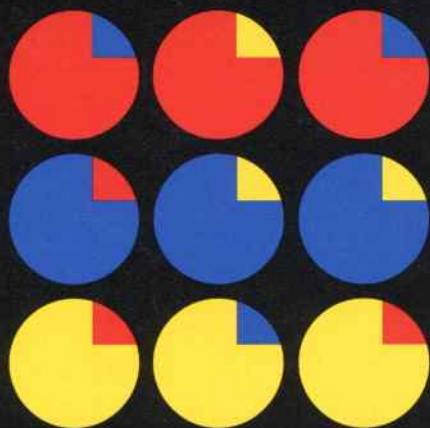


Triangular Relationship between Back and Front



トリバーシ
Triversi

G a m e M a n u a l

① Components

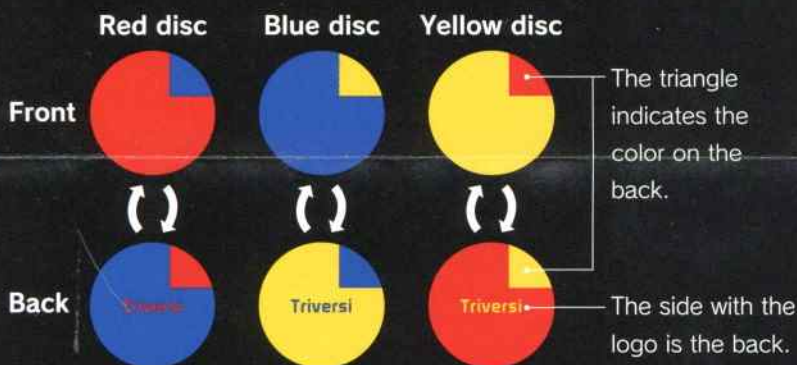
• 1 game board • 36 discs (12 discs $\times$ 3 types) • This rule sheet

② Objective

Triversi is a Reversi game for 3 players. The players are divided into Red, Blue, and Yellow. Just like in the game of Reversi, players trap other players' discs between their own to flip them to the other side. In the end, the player with the most discs of their color face up wins. Note which color each type of disc flips to.

③ Notes on the Discs

There are 3 types of discs for 3 players. The triangle on each side indicates the color on the other side. The side with the Triversi logo is the back. **Blue is on the back of Red, Yellow on the back of Blue, and Red on the back of Yellow.**



For example, if you are the Red player, Red counts as your score, so try to increase the number of face-up Red discs and face-down Yellow discs.

Red Player's Score

Blue Player's Score

Yellow Player's Score



Red (Front) Yellow (Back)



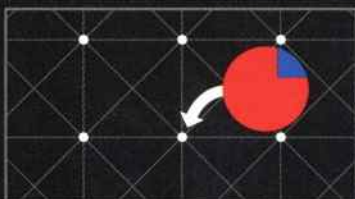
Blue (Front) Red (Back)



Yellow (Front) Blue (Back)

④ Notes on the Game Board

When you place each disc, place it on a spot with "●" on the game board. You can trap discs orthogonally and diagonally on the game board with 38 spaces.

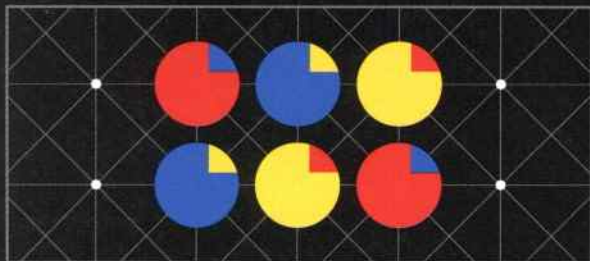


5 Game Flow

Setup

First, determine who will play which color. Players each receive **12 discs** of their color and set up 2 of each as shown.

Initial Layout



How to Play

Players take turn in the order of Red, Blue and Yellow players. On your turn, just like in the game of Reversi, place your disc to trap and flip other color disc(s). You can only place your disc on a space where you can trap and flip other color discs. **You can choose to place your disc face up or face down.** Note that **you cannot pass.** Even if you do not have any space to place your disc or there is not any disc of your color on the board, you must place your disc, even face down.

Ex. Red player's turn



↑ Turns to Red if flipped



↑ Turns to Red if flipped

I'll place my disc face up to increase Red!

I'll place my disc face down to increase Red!

6 End of the Game

The game ends when all 3 players have placed their discs. The game is designed to end with 2 spaces unoccupied. The player with the most of their color wins.

Tips to Play Your Discs Face Down (Ex. Red player's turn)

- 1 Even if there is not any disc of your color on the board, for example, if you are the Red player, you can place your disc face down (Blue) to trap and flip Yellow disc(s) to Red.

[If placed face down as Blue]



[Trap and flip 2 Yellow discs to Red]

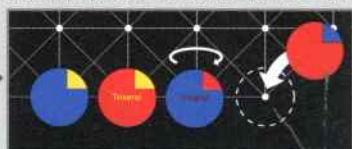


- 2 You can also venture to place your disc face down as Blue in order to take a corner, etc. on your next turn. Try to use both sides of the discs cleverly.

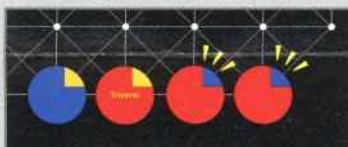
[First, I'll place my disc face down as Blue to flip a Yellow.]



[Next, I'll place Red to flip the Blue I placed.]

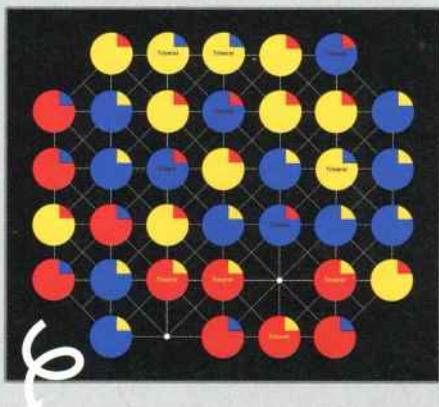


[I've managed to take a corner!]



Try various moves.

Scoring

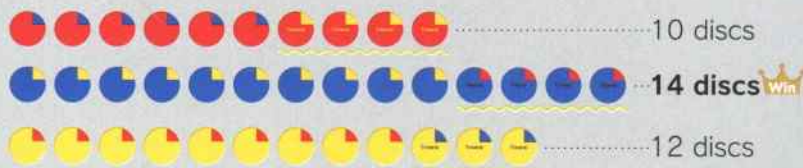


Count each color. The player with the color of most discs wins.

In the example on the left:

- 10 Red discs
- 14 Blue discs
- 12 Yellow discs

The Blue player wins.



* Even another player's face-down discs indicating your color count as your color.



- There are small game components and plastic items that may be accidentally ingested, causing suffocation or other danger. Take care to keep away from the mouth.
- To avoid the risk of accidental ingestion, keep out of reach of children aged 3 or below.
- Be sure to store this game out of reach of children aged 3 or below.

Website Here



How to play
video



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