

# Triad

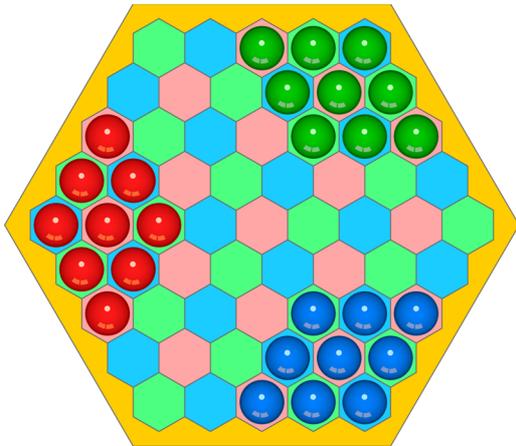
A game for three players by  
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## INTRODUCTION

**Triad** is a game for three in which the players dictate the move order through their actions. This means that players can manipulate their opponents into doing their evil bidding.

## EQUIPMENT

Three players (Red, Green and Blue) each start with nine pieces of their colour on the board, set up as shown.



Note that each board cell bears a player colour.

## GOAL

The game ends as soon as a player is eliminated, and is won by the player with the most pieces remaining. The game is tied if two surviving players have the same number of pieces remaining.

## MOVEMENT

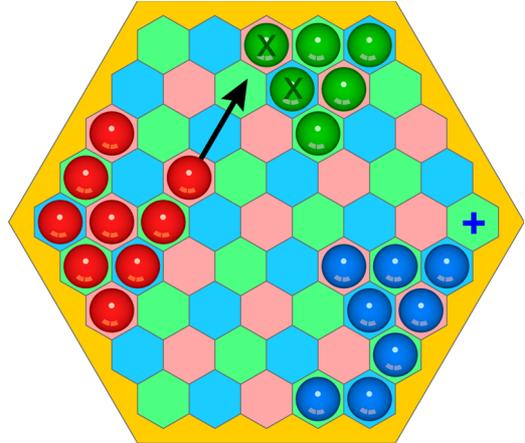
Each turn, the mover must perform three actions:

1. **Move** one of their pieces in a straight line in any of the six hexagonal directions to land on an empty *foreign* cell, i.e. a cell that is not their colour. Any intervening cells must also be empty. The opponent who owns the landing cell becomes the **candidate** and the other opponent becomes the **bunny**.
2. **Capture** all enemy pieces immediately adjacent to the landing cell and remove them from the board. The current player must make the move that captures the most pieces each turn, but may choose amongst equals (**max-capture** rule).
3. **Add** a bunny piece on any empty cell, unless a player has just been eliminated.

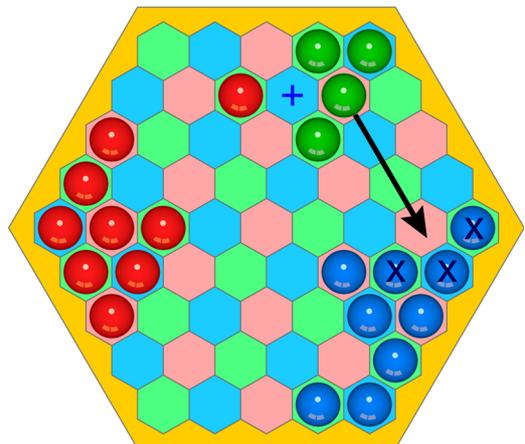
The candidate becomes the next player to move.

## EXAMPLE

Say that Red makes the move shown below, to land on a green cell and capture the two green pieces marked **x**. Red chooses to drop the blue (bunny) piece at the cell marked **+**. Green becomes the next player.



Green is forced to make the move shown below, which captures three blue pieces **x**, due to the max-capture rule. Green must add a blue (bunny) piece, and does so at the cell marked **+**. Control of play then passes back to Red.



Red has manipulated Green into capturing three blue pieces and returning control of play back to them.

## STRATEGY

The key strategy is to exploit the max-capture rule to force your opponents into making moves that are bad for them but good for you.

You can set up sequences of forced moves that make your two opponents attack each other turn after turn. You can even make one opponent totally eliminate the other to give you the victory!

## NOTES

The variable play order mechanism, combined with the max-capture rule, was designed to reduce the problem of non-strategic coalitions that can arise in games with more than two players.