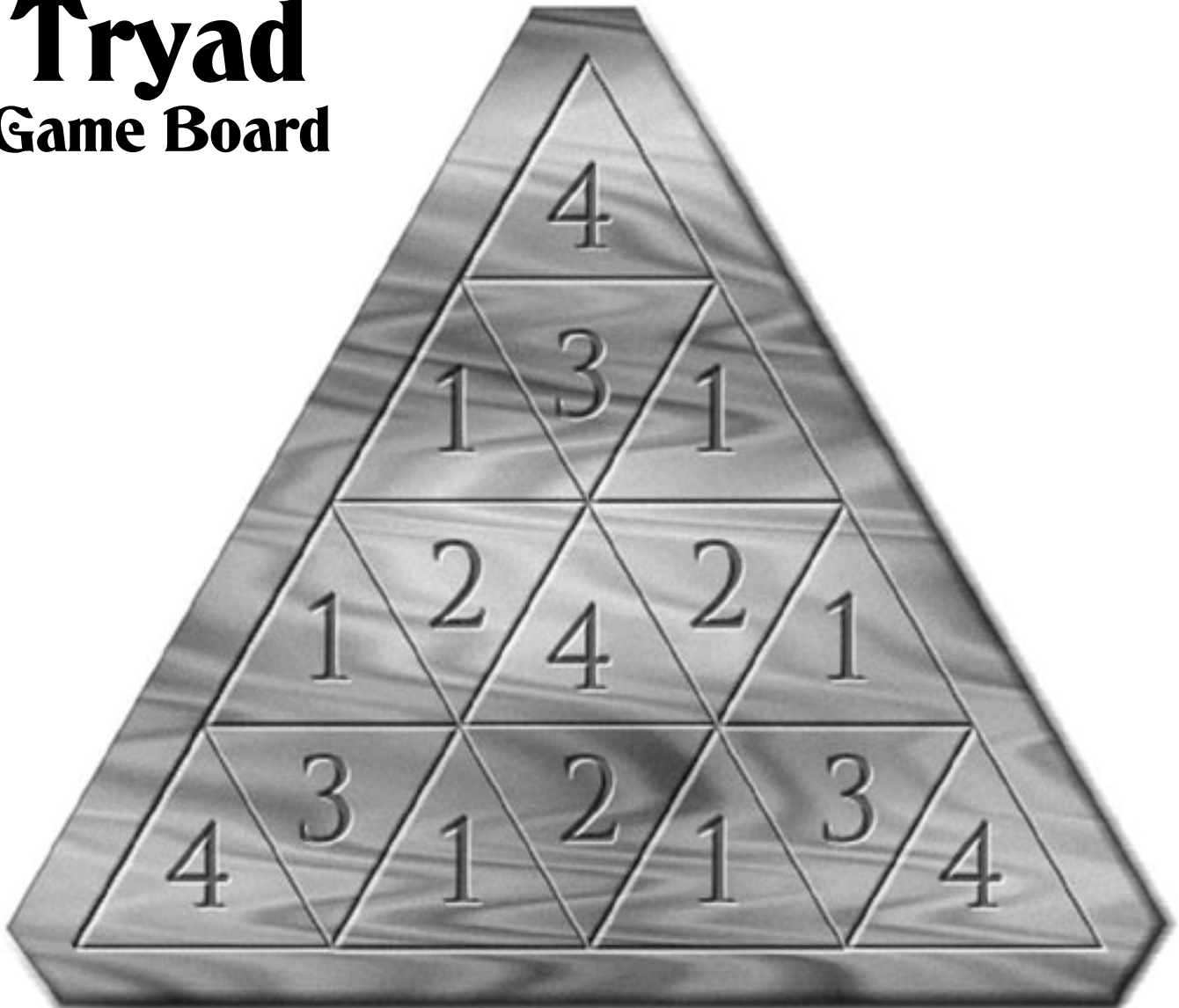


VINYAN Tryad Game Board



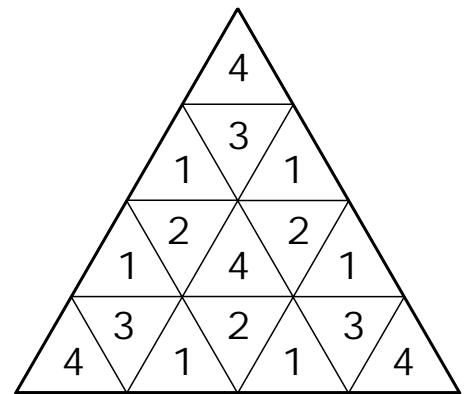
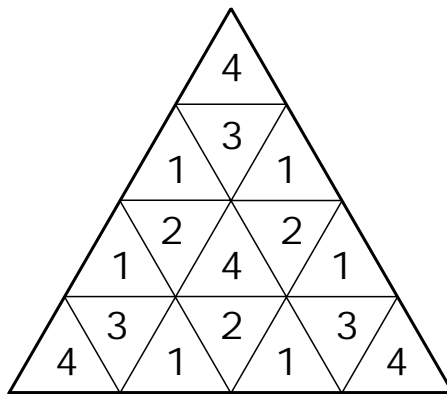
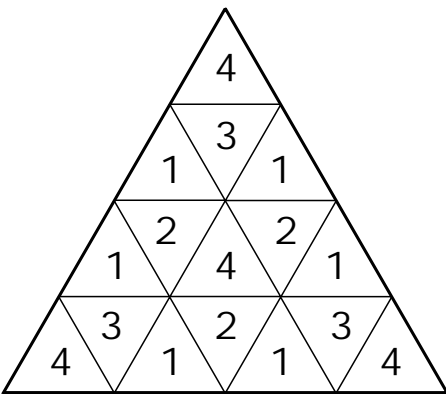
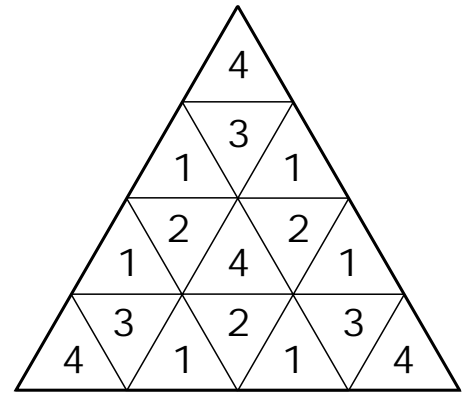
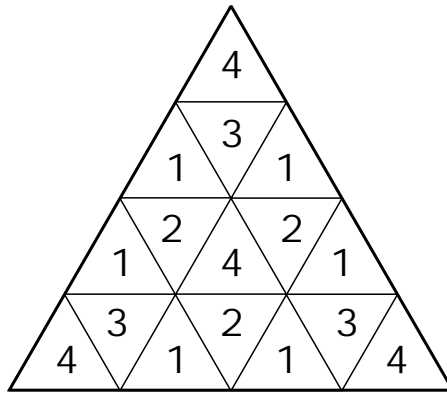
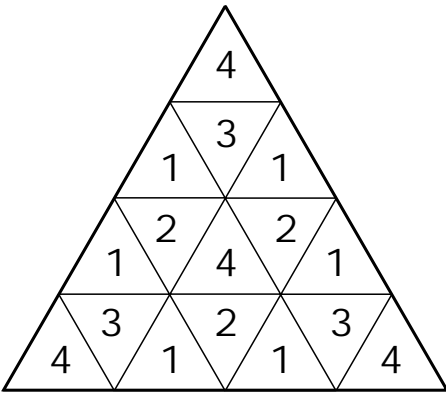
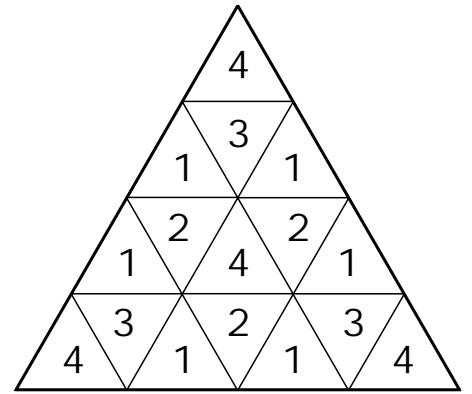
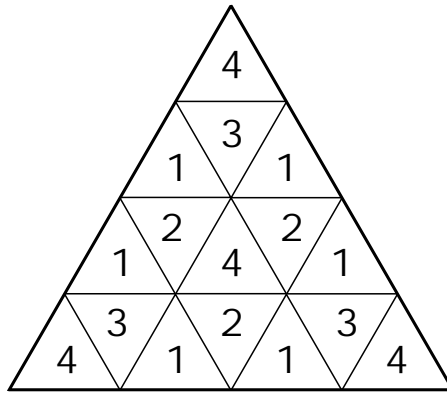
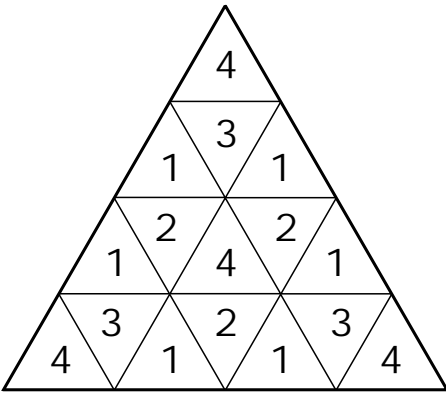
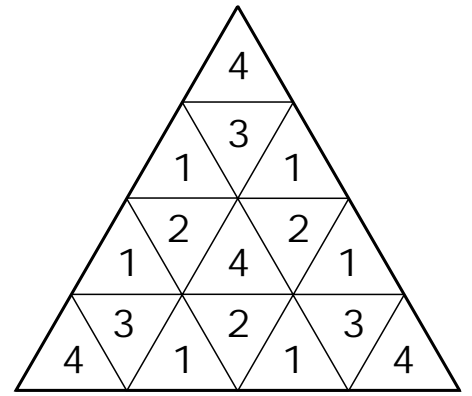
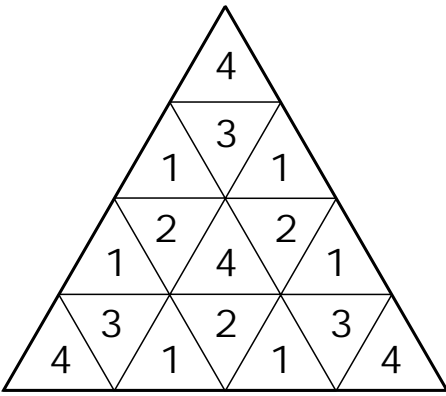
Directions

1. Each player starts with a four-sided die and a standard Tryad pyramid card.
2. All players cover the numbers on their cards with an equal amount of "coins".
3. Simultaneously, each player rolls their die and removes the "coins" from the locations that add up to the number rolled.
4. Repeat step 3 until a number is rolled that the player is unable to match on his pyramid at which time the player must drop out of the game, leaving any "coins" on his card for the winner.

The object is to remove all the "coins" from the pyramid. If a player clears his card perfectly, a "Tryad" is scored and all other players must pay him triple the amount left on their card. If all remaining players miss their final roll, the winner is the one with the fewest number of coins on their card. If this results in a tie, the winner is determined by a roll-off, where the first player to roll a four (4) is declared the winner. If this again results in a tie, the winnings are split by the tying players.

VINYAN Tryad Game Boards

Use this sheet for a "Bingo" style Tryad
or to practice your strategy.



VINYAN Conquest Tryad

Version 1.1

As the GateWar intensified, making the Vinyan environment more hostile and dangerous, the populace required a more cut throat spectator sport than traditional Tryad. Tryad competitors, desperate to maintain their audiences, developed Conquest Tryad.

Conquest Tryad

A strategic game of Vinyan chance for two or more stalwart gamblers.

Game Components

GAME BOARDS

Print out one copy of the traditional Tryad board for each player. (Note: Each is subdivided into 16 numbered triangular fields, or "Tryads.") Trim out Tryad board and arrange them into a configuration shown at right for corresponding number of players.

FOUR-SIDED DICE

Not included in the playtesting version.

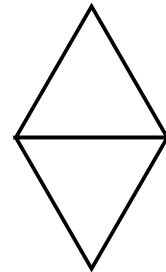
PLAYING TOKENS

(Chits/Dollars/Credits/Gems/Livestock/Real Estate)

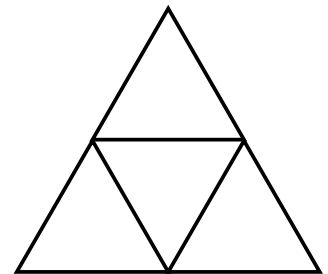
Each chit represents an equal (perhaps mythical) monetary value as agreed upon by all players present. The chits are resources to be used in combating the other players for board supremacy. Hence, the more chits a player has on the board, the greater his chance for victory, but the more he risks losing.

One hundred chits is recommended for each player to start play.

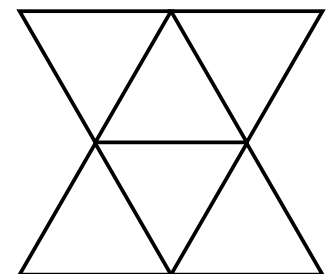
2 player
setup



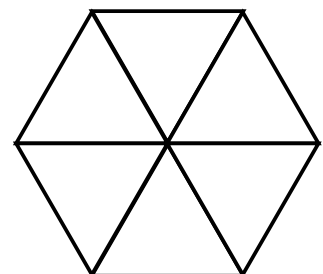
3 player
setup



4 player
setup



6 player
setup



Game Objective

The objective for Conquest Tryad is to crush your opponents, take their money, and be the last remaining player on the board.

Victory conditions are determined by the amount of game time desired by the players and is determined before the game begins.

Quickie Game Version: A player is considered eliminated when his home Tryad (the central tryad in his home game board) is captured by another player.

Marathon Game Version: A player is considered eliminated when all his tokens have been captured by an opponent.

Note: While unlikely, it is possible to lose a Conquest Tryad game, yet walk away with the most winnings.

Starting Play

To start, each player places four tokens on the central Tryad of their home game board. Then the same sequence of events are performed each round:

SEQUENCE OF EVENTS

- 1 Determine Initiative
- 2 Reinforcement (out of pocket expenses)
- 3 Conquest
- 4 Advantage Move

DETERMINE INITIATIVE

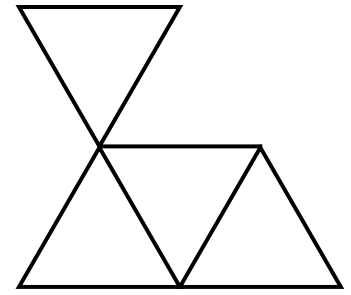
The Gamblers roll 1d4 to determine initiative, high roll performs his Reinforcement and Conquest, then the next player in a clockwise rotation and so on. In the event of a tie those players roll again.

REINFORCEMENT

The player may place a number of additional tokens on the game board as dictated by the number and types of Tryads he currently controls.

Home Tryad: The home Tryad automatically generates 3 tokens. These may be placed on any Tryad the character controls which is connected to the home Tryad by a string of controlled Tryads. All Tryads within a string must share at least one border (side) with one another.

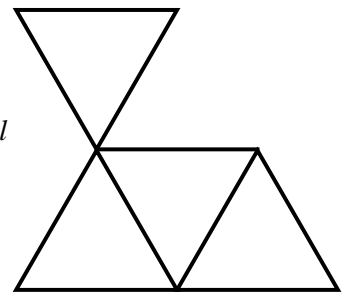
Example: This diagram depicts all Tryads controlled by a single player. The bottom three could be considered a string as they all share at least one common border, while the top Tryad does not.



Triples: The second method of reinforcement. A player has a triple when he controls three Tryads of the same type (having the same number, 1, 2, 3 or 4) which either all reside on the same game board or all touch one another with either border OR tips.

Triples may yield an additional number of reinforcements equal the value of the Tryads involved (three one's yield 1, three two's yield 2, etc.). However, these reinforcements must be placed on one of the Tryads which make up the triple. Tryads may be redefined each combat round.

Example: If a player controlled all the value 1 Tryads above, they would constitute a triplet as they all touch one another's tips. The player may place one reinforcement in any of those three Tryads.



Note: The home Tryad may be used for reinforcements only once per round (on its own, or as part of a triple).

Note: Conservative players or those reaching the limits of their means, may choose not to fully reinforce (reinforcement is optional).

CONQUEST

Players may choose to acquire additional tryads and opponent's tokens through Conquest. A player's tokens may assault neighboring Tryads across their sides (not tips). A maximum of three tokens may be risked at any one time, even though the conquest may consist of a series of attacks.

Assaulting an unoccupied Tryad: An unoccupied Tryad is one which does not contain any tokens. The player rolls 1d4 for each Token he commits to the assault (up to a maximum of three). The player to the attacker's left rolls 1d4 to defend the Tryad. This result is added to the value of the Tryad and is compared to the total of the attacker's dice. If the attacker's total is higher, then he conquers the Tryad and must move in at least as many Tokens as he attacked with, and may move in all of the tokens but one from the attacking Tryad (he may not vacate that Tryad completely. If the defender's total is higher, the Attacker loses a number of tokens equal to the difference of the two figures, up to the number of tokens he attacked with. Rolls of equal value are inconclusive, the Attacker may attack again.

Player's may re-occupy their home Tryad from an adjacent Tryad free of risk (no rolling).

Note: Any tokens lost while taking an unoccupied Tryad are placed in the pot, which the winner collects at the end of the game.

Assaulting an occupied Tryad: If a Tryad has an opponent's tokens in it, they must be removed before the Tryad can be captured. Both players roll 1d4 for each token he wishes to commit to the battle (up to a maximum of three for each side). The dice are paired in order from highest result to lowest result. A paired die which is lower than it's counterpart indicates a lost token from it's player. Tied rolls are inconclusive, neither token is removed. If all the defender's tokens are captured, then the attacker may attempt to conquered the now unoccupied Tryad normally.

Note: Any tokens lost while engaged with an opponent are surrendered to that player.

Coordinated Attacks: An attacker may Coordinate an attack from multiple bordering tryads. They may still only attack with a maximum of three tokens, but when conquering a unoccupied Tryad they may occupy it with tokens from all attacking Tryads.

Staunch Defense: If a defending party, be it a player or a territory, successfully repulses an aggressor (matches or betters the attacker's rolls) for three consecutive attack rolls, then their defense on that border (or borders in the case of a coordinated attack) is considered impregnable and no further attacks across that border may be attempted for the remainder of the attacker's turn.

ADVANTAGE MOVE

A player may move any number of tokens from one occupied Tryad across a border to an adjacent occupied Tryad, even to the point of vacating the former.