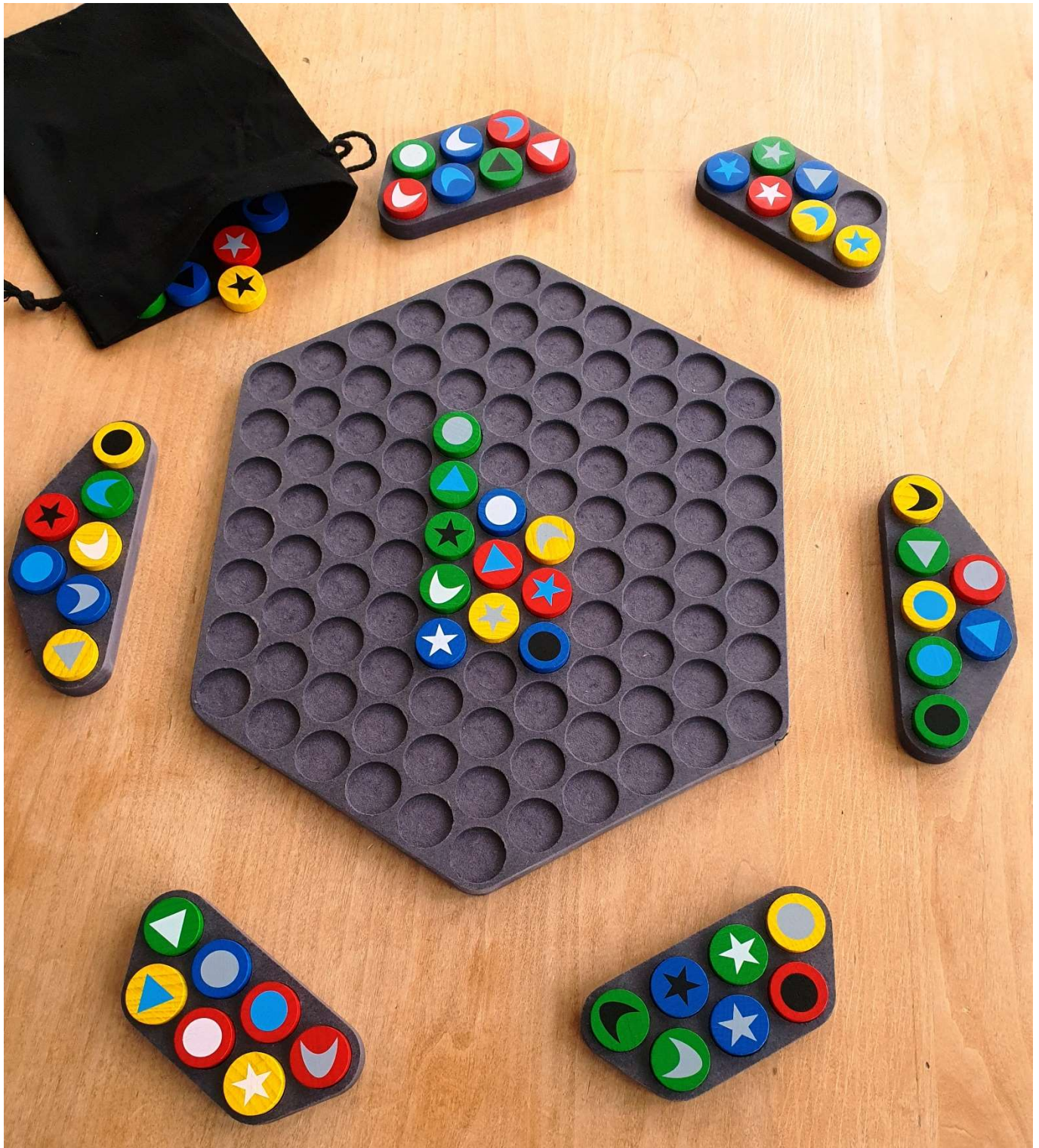


TRIPITZ

by Günther Bronner



TRIPITZ DOMINO

Wooden Strategy Board Game for 2-6 players from 7 years

In preparation: TRIPITZ SOLITAIRE, the colorful alternative to Sudoku

Goal: Each player tries to collect as many points as possible by placing dominoes in accordance with the rules. The player scoring with the most points at the end of the game wins.

The tokens: There are 64 unique tokens called **Pids**.

The 64 tokens (**pids**) each have 3 properties, they differ in:

- **Token color:** red – yellow – blue – green 
- **Symbol:** triangle, circle, moon, star 
- **Symbol Color:** white, black, grey, light blue 



The 64 tokens, hereinafter referred to as **pids**, differ from each other in at least one of the listed properties.

On the image (left), the tokens are systematically arranged for better understanding.

In addition, there are 4 unprinted tokens as spare pids, these could also be used as joker pids.

What is a triple?

3 Pids together form a triple if they either share all the same property or are all different regarding this property with respect to each of the 3 properties.

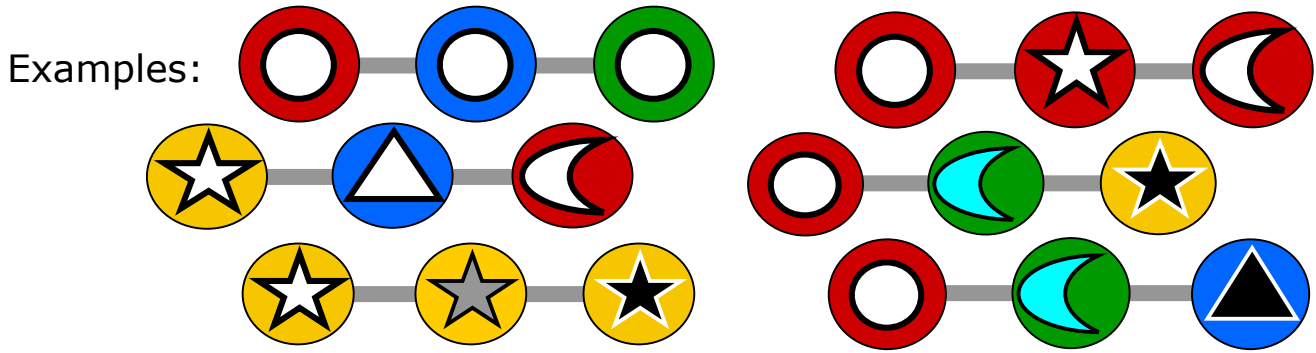
So within the 3 pids of a triple:

=> all pids are in the same token color or each in a different color

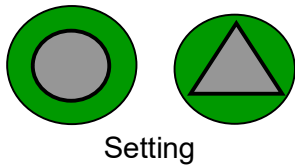
=> all pids are with the same symbol or each with a different symbol

=> all pids are with the same symbol color or each with different symbol color

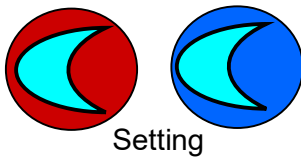
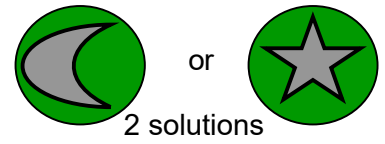
=> the sequence of pids does not matter



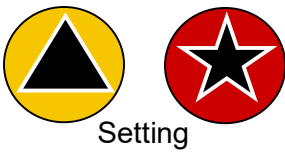
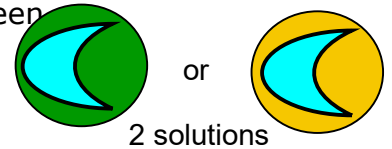
Which pid is missing for a triple?



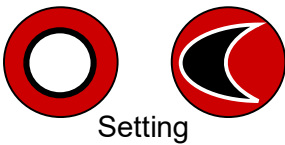
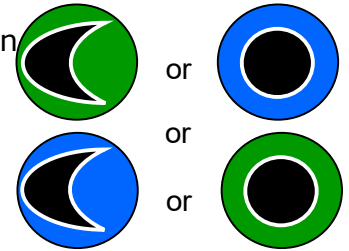
Token color equal, therefore green
 Symbol color grey, therefore grey
 Symbol unequal, therefore moon or star
 => green grey, moon or star



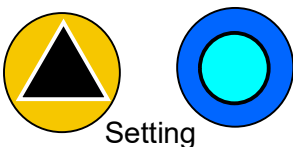
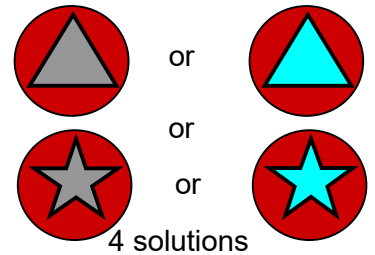
Token color unequal, therefore yellow or green
 Symbol color equal, therefore light blue
 Symbol equal, therefore moon
 => yellow or green, light blue, moon



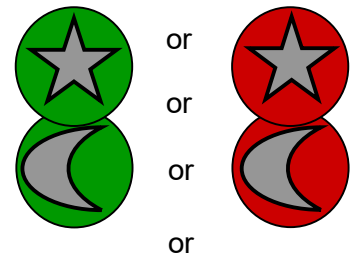
Token color not equal, therefore blue or green
 Symbol color equal, therefore black
 Symbol unequal, therefore circle or moon
 => blue or green, black, circle or moon



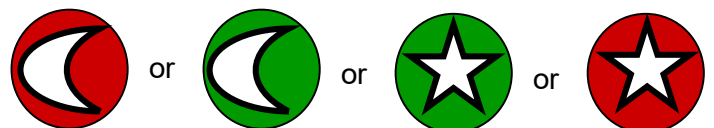
Token color equal, therefore red
 Symbol color unequal, therefore grey or light blue
 Symbol unequal, therefore triangle or star
 => red, grey or light blue, triangle or star



Token color unequal, therefore red or green
 Symbol color unequal, therefore white or grey
 Symbol unequal, therefore moon or star
 => red or green, moon or star, white or grey



This results in a total of 8 solutions!

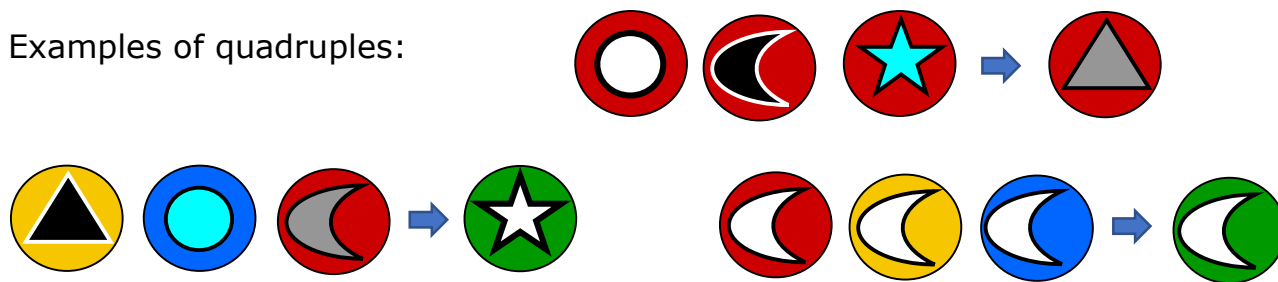


What is a quadruple?

A triple can be extended to a quadruple according to the same rule. While a triple consists of 3 pids, a quadruple contains 4 pids.

The same rule applies to a quadruple: all 4 tokens either all have the same properties or they all differ in terms of the respective property.

Examples of quadruples:



Which Pid is missing for a Quadruple?

Example 1: 3x red, 4th is red as well; symbol differs, 4th symbol different; 3x symbol color different, 4th symbol color different as well.

Example 2: all properties differ, therefore 4th pid different regarding all properties.

Example 3: 3x moon, , therefore 4th symbol is moon as well; 3x symbol color is white, 4th symbol color is white as well; 3 token colors are different, 4th token color different as well.

For an existing triple there is only one single pid, which allows expansion to the appropriate quadruple.

Preparation of the board game

The board is placed in the middle. It has 102 cavities in which the pids can be placed. 4 tokens are chosen, which should have as different properties as possible, ideally they form a quadruple. These tokens are placed in the middle of the board. The middle places are marked by a small hole.

All pids are then put into the small bag.

In a next step each player pulls 7 pids out of the bag and places them in front of him on the slat with it 7 cavities. All other pids remain in the bag.

Furthermore, a piece of paper and a pencil are needed to record the scores for each player.

A secretary is appointed. The scored points are recorded by vertical dashes, each 5th point is a horizontal line.



The player who is able to place one of his or her pids on the board forming a triple may start the game. The other players follow up clockwise, each player placing one pid on the board forming at least one triple. If you succeed to form several triples with one move, this increases the rating. In addition to a valid triple, other invalid triples may occur but are neglected. After each move, a pid is pulled out of the bag as long as there is a stock of pids in the bag. As an alternative to a regular move, you can exchange your pids for blindly drawn pids from the bag.

Scoring and ending the game

A triple counts 1 points, a quadruple 3 points. This number is multiplied by the number of neighbouring tokens touched when placing the pid.

The minimum number of touched pids is 1, the maximum is 6.

Later in the game, when there are numerous pids on the board, you might be able to create more than one triple or quadruple by placing your token. Then the sum of these points is multiplied by the number of neighboring (touched) Pids. If a move reaches the edge of the board, the number of scored points doubles.

The player who makes a move calculates the number of points scored and announces the result to the other players. All players doublecheck the validity of the score. The secretary records the score.

The game ends as soon as the tokens are expired. In very rare cases, your last pid may not find its valid place on the board. You then have to sit out and your pid stays unused.

In a shortened version of the game, you end the game as soon as a move reaches the outer edge of the board. This of course influences the strategy: You would intentionally end the game only with highest score.

The winner is the player with the highest score.

Variant:

The 4 colored unprinted spare pids can be used as jokers.

If they are put into the bag, they may be pulled instead of a normal pid. If you draw a joker pid, you may use it to obtain an already placed pid from the game board by exchange. The removed pid must be on a place inside the placed pids that the removal does not harm the creation of new triples; this means that it must be at least two rows away from the edge of the area covered with pids. The joker exchange and the subsequent move can be made in one turn.

Strategy

In most cases, there are several valid places to put pids. As a suggestion, you choose the position that scores best among these options.

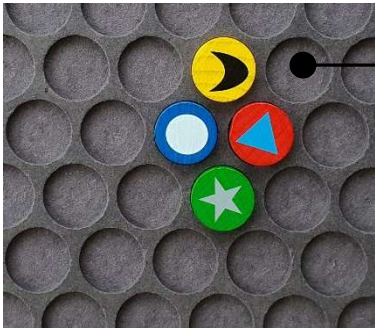
Experienced players keep an eye on the other players stock of pids to eventually prevent profitable opponent moves.

Sometimes it is better to forego a higher score to conquer favorable strategic positions on the board instead. You may plan some moves in advance, and by doing so, you always keep an eye on other player's possible moves.

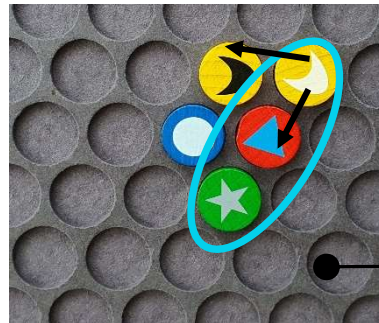
When playing with children, the game can be played cooperatively rather than competitively. You help each other and don't sum up the individual scores after single moves. This variety of playing the game is also suggested when an experienced group of players wants to train an unexperienced new-commer.

The red spare pid may go to the player with the highest score, the yellow one goes to the 2nd highest etc.

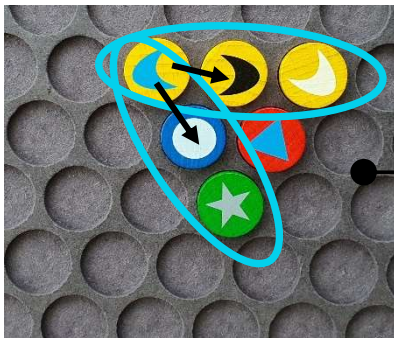
Example of a game progress with scores of the moves:



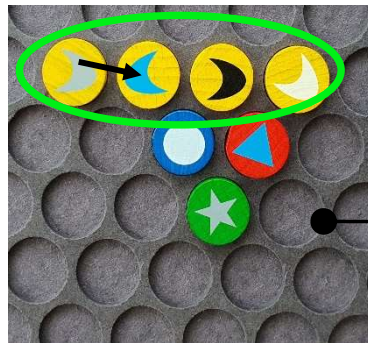
Pids randomly selected for game start



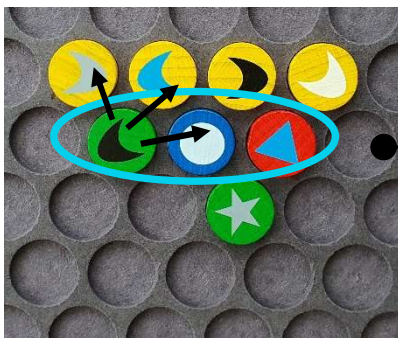
1st move: two touches (↗), one triple, score: 2 points



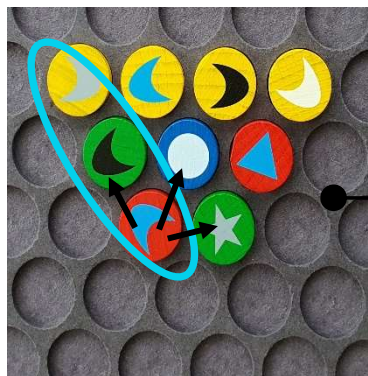
2nd move: two triples, two touches, score: $2 \times 2 = 4$ points



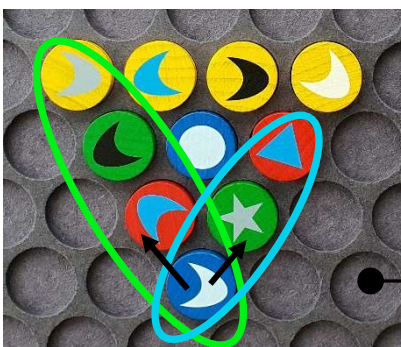
3rd move: one quadruple, one touch score: 3 points



4th move: one triple, three touches, score: 3 points



5th move: one triple, three touches, score: three points



6th move: one triple, one quadruple, two touches, score: $1 + 3 = 4$; $4 \times 2 = 8$ points

Quick Start Guide: Tripitz Domino

Board game preparation:

- Select 4 StartPids in different colors and place them on the middle of the board.
- All other pids go into the small bag.
- Each player draws 7 pids and places them face up on the slat in front of him.
- Whoever can create a triple first, begins.

Create triples or quadruples and draw new pids

- The players act clockwise and place a pid on a free position of the board creating at least one new triple or quadruple together with two or three existing pids.
- At least one newly created row of three pids must form a triple or a row of four a quadruple. If more than one triple or quadruple is created, the rating increases. The additional creation of invalid triples can be neglected, only one triple must be valid.
- Instead of a regular move, any number of tokens can be exchanged for blindly drawn tokens from the bag.
- As long as there are pids in the bag, you draw a new pid after placing a pid, blindly of course, without looking.

Evaluation

- An additionally formed triple counts one point.
- An additionally formed quadruple counts three points.
- The points of the formed triples and quadruples are multiplied by the number of neighboring pids touched during creation. One to six neighbors can be touched.
- A move into one of the outermost rows of the board counts twice.

End of the game and winner determination

- The game ends when all tokens are used up. Very rarely one or two tokens can not be placed on a valid place at the end of the game. In this case, the player concerned must sit out and the pids stay unused.
- Alls scored points are summed up. Whoever ends up with the highest score wins.
- An alternative ending for a shortened game is the placement of a pid at the outer edge of the board. This of course influences the strategy: You would intentionally end the game only with highest score.

Strategy

- In most cases, there are several valid places to put pids. As a suggestion, you choose the position that scores best among these options.
- Experienced players keep an eye on the other players stock of pids to eventually prevent profitable opponent moves.
- Sometimes it is better to forego a higher score to conquer favorable strategic positions on the board instead. You may plan some moves in advance, and by doing so, you always keep an eye on other player's possible moves.
- When playing with children, the game can be played cooperatively rather than competitively. You help each other and don't sum up the individual scores. The red spare pid goes to the player with the highest score, the yellow one goes to the 2nd highest etc.

Notes on the material and how to pack and unpack the game

The game board and the tokens are made of wood or wooden panels. The bags are made of cotton, the rubber bands of natural rubber. Emphasis was put on avoiding plastic of any kind.

The game pieces must not fall into the hands of small children (suffocation)

Unpacking should be done on a table to avoid uncontrolled droppings to the floor. After unpacking, the tokens are stored in the small bag.

For **packing** there are two options:

Quickly: Put all tokens into the small black bag and store it together with the game board and the rest of the pieces in the larger bag.

Carefully: Place the game pieces as shown in the following pictures in groups of 7 at the edge of the game board into the cavities and then put the small boards upside down on top snapping into the tokens. Distribute the remaining pids in the small bag as just one layer. Place the bag folded in half in the middle on the board and then attach the cover board with the rubbers.

