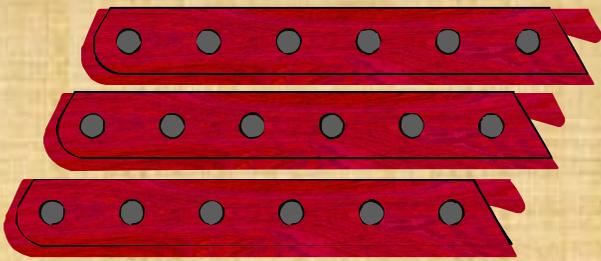


# TRIARCHY

*Triarchy is a two or three player game of maneuver and strategy by Beau Beckett*

Since ancient times along the Nile, the Eye, Scarab and Snake vie for positional advantage. Yet, they are not completely in control of their movements. Through clever maneuvering of your own tokens and those of your opponents, be the first to reach your home base in the sands of Egypt. But beware, sandstorms can literally change your world...

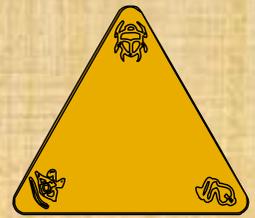
## COMPONENTS



3 Board sections



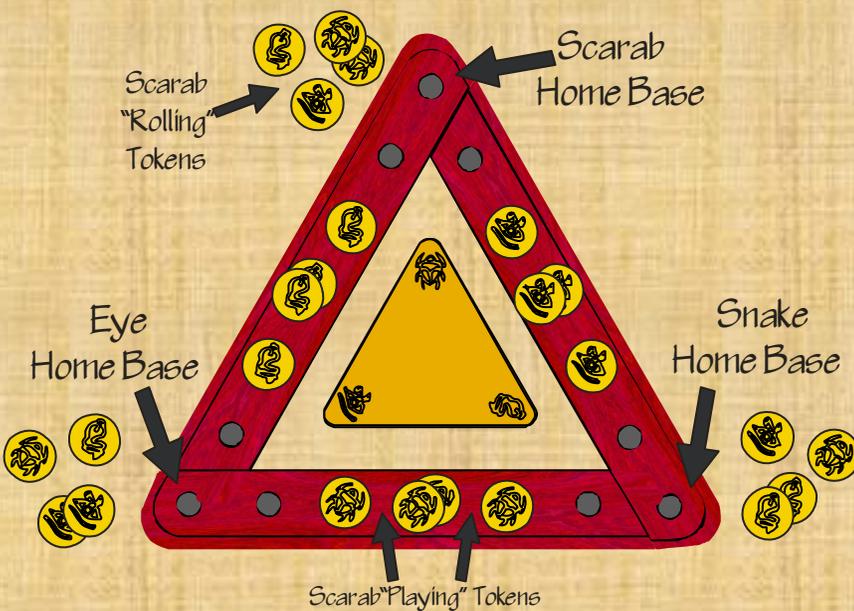
24 tokens (8x Eye, 8x Scarab, 8xSnake)



Home Base "Triangle"

## SETUP

Each player chooses one set of tokens. Assemble the three board sections to make the triangular playing area, with one corner of the triangle facing each player. Place the home base triangle in the middle of the board, with the corresponding symbol facing each corner. Scarab symbol should be facing the player holding the Scarab tokens, Eye symbol facing the player holding the Eye tokens, Snake symbol facing the player holding the Snake tokens). The dots on the board are where tokens are placed and moved. The dot in each corner of the triangle is that player's "home base".



## Token Setup

Stack two of the tokens on the dot furthest away from your home base. Place one token on either side of the stack of two tokens. These are your "moving tokens".

Then give one of your remaining four tokens to each opponent. You will now have two of your own tokens and one of each opponents'. These are your "rolling tokens". For example, the Scarab player will have two scarab, one eye and one snake rolling token shown here...

Randomly determine the start player. You are now ready to play. Play proceeds clockwise in turns from the start player.

A player's turn consists of two phases:

- 1) Rolling the four "rolling tokens"
- 2) Moving up to four of the "movement tokens" on the playing board.

## ROLLING

Pick up the four tokens and roll them. Any tokens that are rolled blank side face up are set aside and not used this turn. The tokens rolled with symbols facing up determine the movement options available to the player this turn. You must roll all four of your tokens each turn.

## MOVING

The rolling tokens are then stacked (in stacks of 1,2,3 or 4) to match the player's desired movement for the turn according to the following rules.

The symbol of the rolling token on the top of the stack determines which moving token can be moved on the board

The number of tokens in the stack determines how many spaces one moving token can be moved.

The total number of spaces moved that turn equals the total number of rolling tokens that landed face up, if possible.

For example, if the Scarab player rolls     or blank, 2x Scarab, 1x Snake, there are several choices.

- Move one scarab three spaces
- Move one snake three spaces
- Move one scarab two spaces, one snake one space
- Move one snake two spaces, move one scarab one space
- Move two scarabs one space each, move one snake one space

In this example, you could not move “two snakes one space each, one scarab one space” because only one snake was rolled. No eye tokens may be moved because the player did not roll any eye tokens face up. The most tokens a player can move is four per turn, if all four rolling tokens land face up.

Moving one space means taking one token on the board and placing it on either of the adjacent dots. Once you move a token in one direction, you may not change direction of that token during that move. So if you are moving a token three spaces, you may not move two spaces to the left, reverse moving back to the right, in effect moving only one space.

You can only move the top token on a stack. If there is more than one token on a dot, tokens under the top token are “buried” and unmovable unless you move the token above them first. Burying an opponents’ token is good strategy.

You must move tokens the same number of spaces as you rolled face up tokens. For example, if you roll three tokens face up you must make three moves total. The only exception is when a legal move cannot be made.

When a token is buried, it is not visible and no player can look at it until the token above it is moved.

### SANDSTORM or Moving the Home Base Triangle

When a player rolls all four tokens blank side up, they have the option of rotating the playing board area to the left or the right one third of a turn so that the symbols on the Home Base Indicator now point to a different player. Sneaky! Each player now has a new home base. Pick up the Home Base Triangle Indicator only (not the playing board) and rotate it one third of a turn so that the symbols on it once again point to the appropriate players

### SCORING AND WINNING

When you move one of your own tokens onto your home base, AND there are no other tokens on your home base, that token is removed from the board. If an opponent’s token is on your home base, it will have to be moved off your home base before you can score. *The first player to remove all four of their own tokens from the board wins the game.*

### TWO PLAYER GAME

Setup for a two player game is exactly the same as for the three player game except that the rolling tokens for the “third player” are set aside and will not be used. The third player’s moving tokens are still placed on the board and may be moved by the other players normally. If a non-active player’s token somehow lands on its home base, it is removed. The non-active third player cannot win the game.



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