

TRICOLOR LINE GUIDE BOOK

Developed By David Sun

TRICOLOR LINE

An original Broad Game developed by
David Sun

OVERVIEW

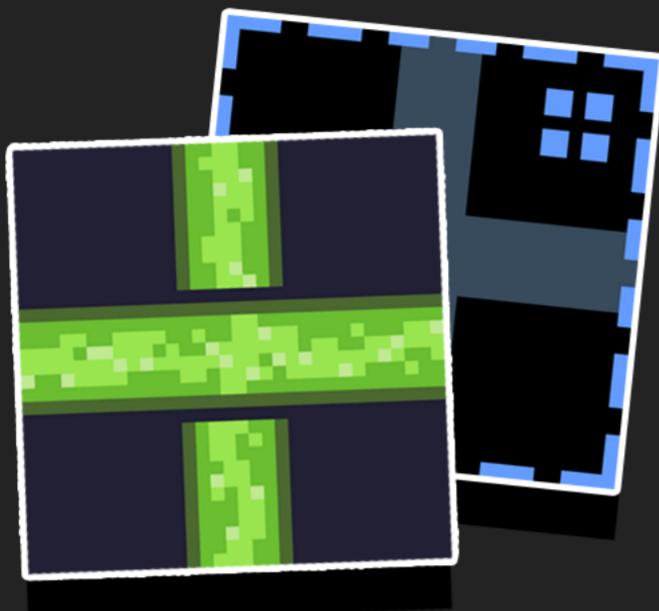
Tricolor Line is a Competitive Party Game.

2 to 8 Players.

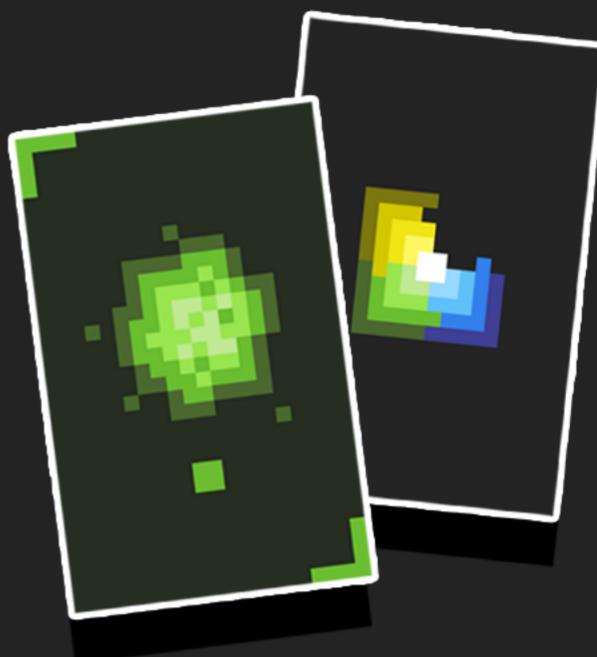
YOU are a Builders assigned in one of the three colors

- All you need to do is to construct Roads with the Resources
- Build the Roads in your color as much as you can
- However, do not let your competitors find your color
- Also be aware when End Tiles occurs
- Keep in mind the situation is always dynamic with opportunities
- Play smart, and win the game with the most Points!

COMPONENTS



Road Tiles
Road Tiles
x67
x67



Resource Cards
Resource Cards
x66
x66



ID Cards
ID Cards
x9
x9



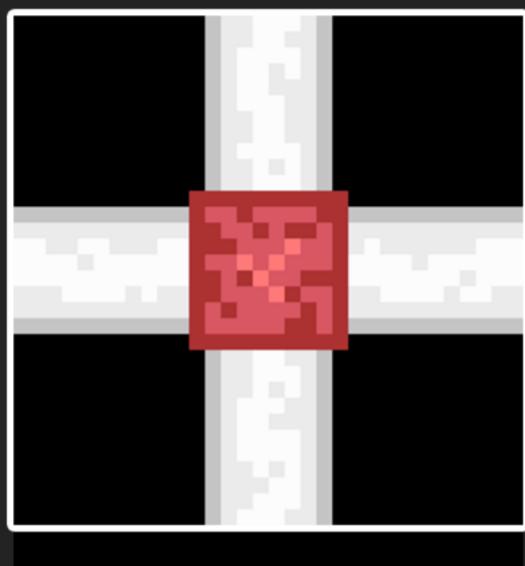
Event Cards
Event Cards
x20
x20

SETUP

Step 1

Step 1

Place the **Start Tile** in the middle of the table,

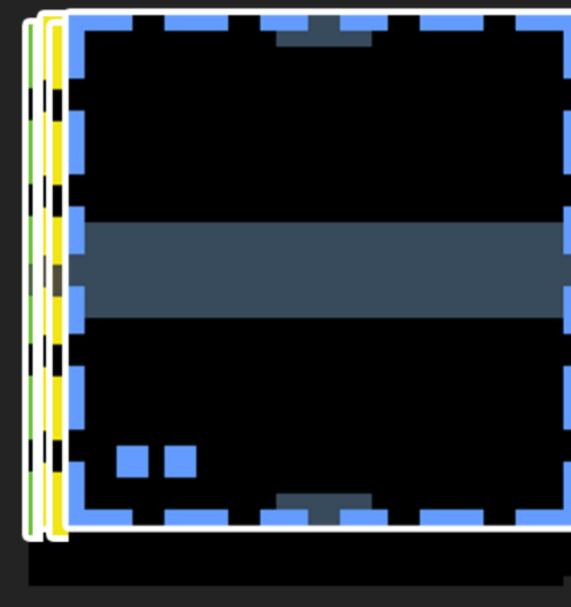
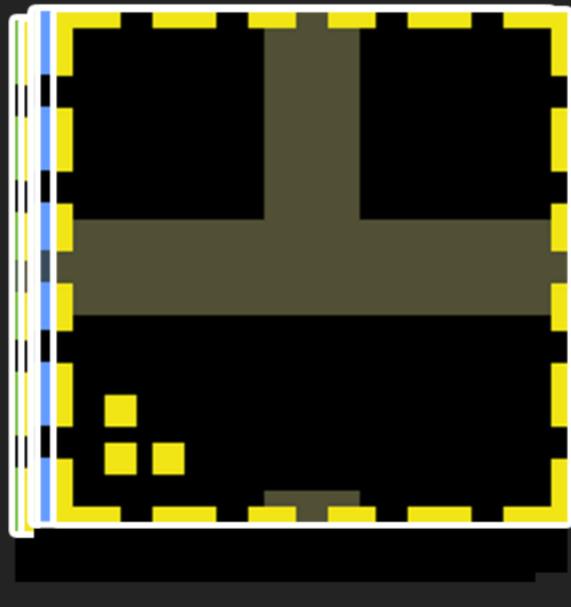
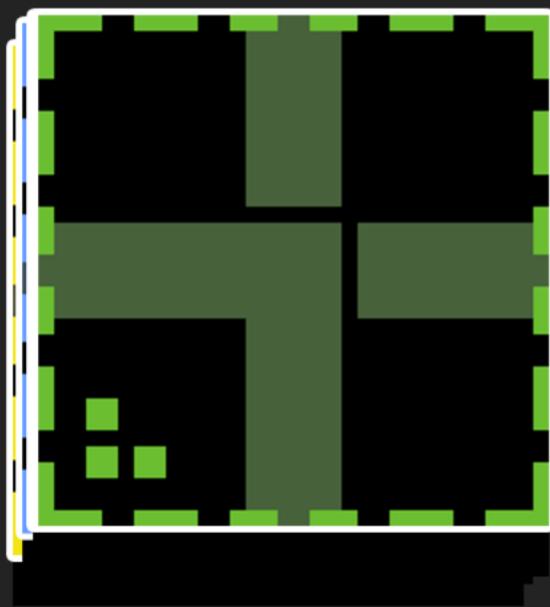


Step 2

Step 2

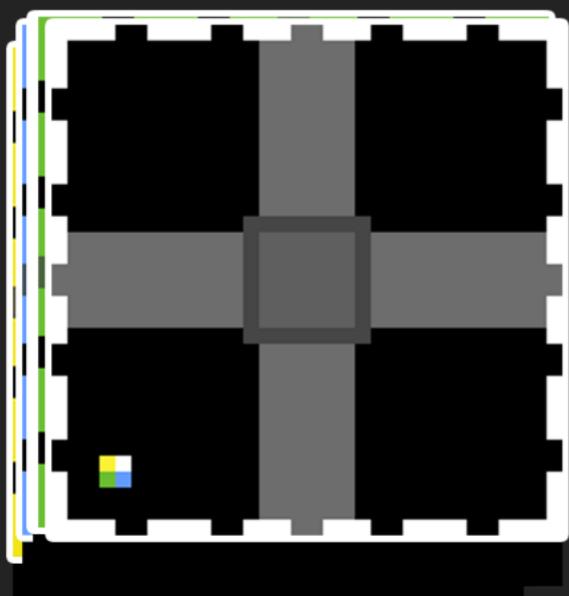
Shuffle the rest of the **Road Tiles** into three piles.

Blueprint side face up, each pile with same amount.



Caution:

Shuffle again if the **End Tile** is at the top of any pile.



Wrong Case
Wrong Case

Step 3

Shuffle all the Event Cards into one pile face down.



Step 4

Step 4

Shuffle the ID Cards into one pile face down.

Each player draw one and keep it in secret.

Remove the rest away from the game.



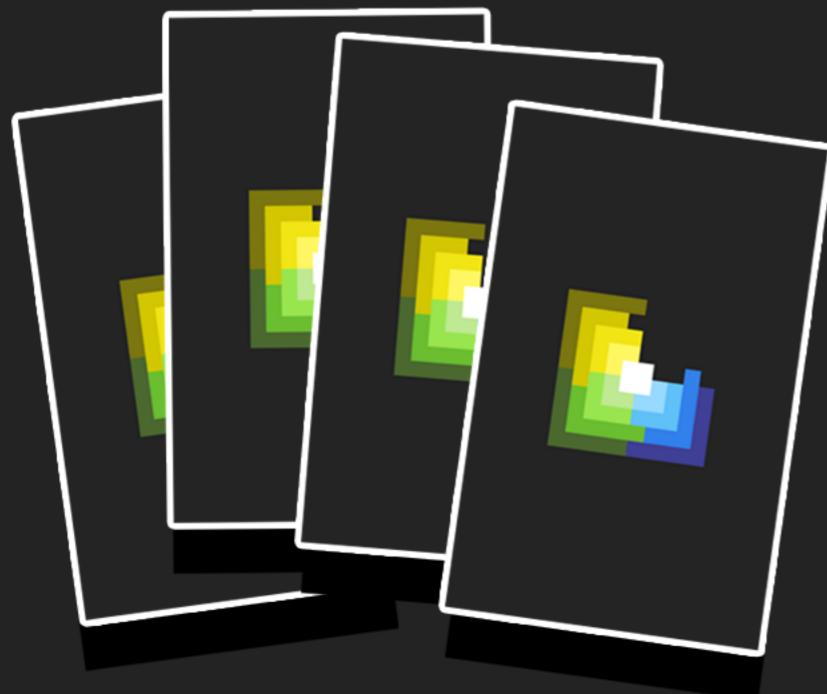
Step 5

Step 5

Shuffle the Resource Cards into one pile face down.

Started by the youngest player,

Each player draw 4 Resource Cards.



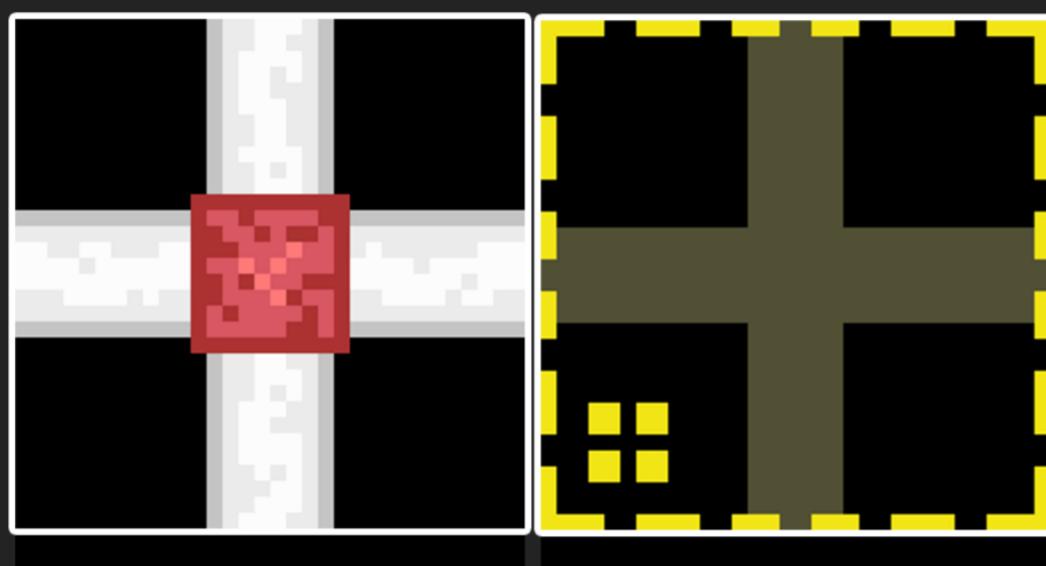
Step 6

Start with the youngest player,

Draw a **Road Tile** from one of the three piles,

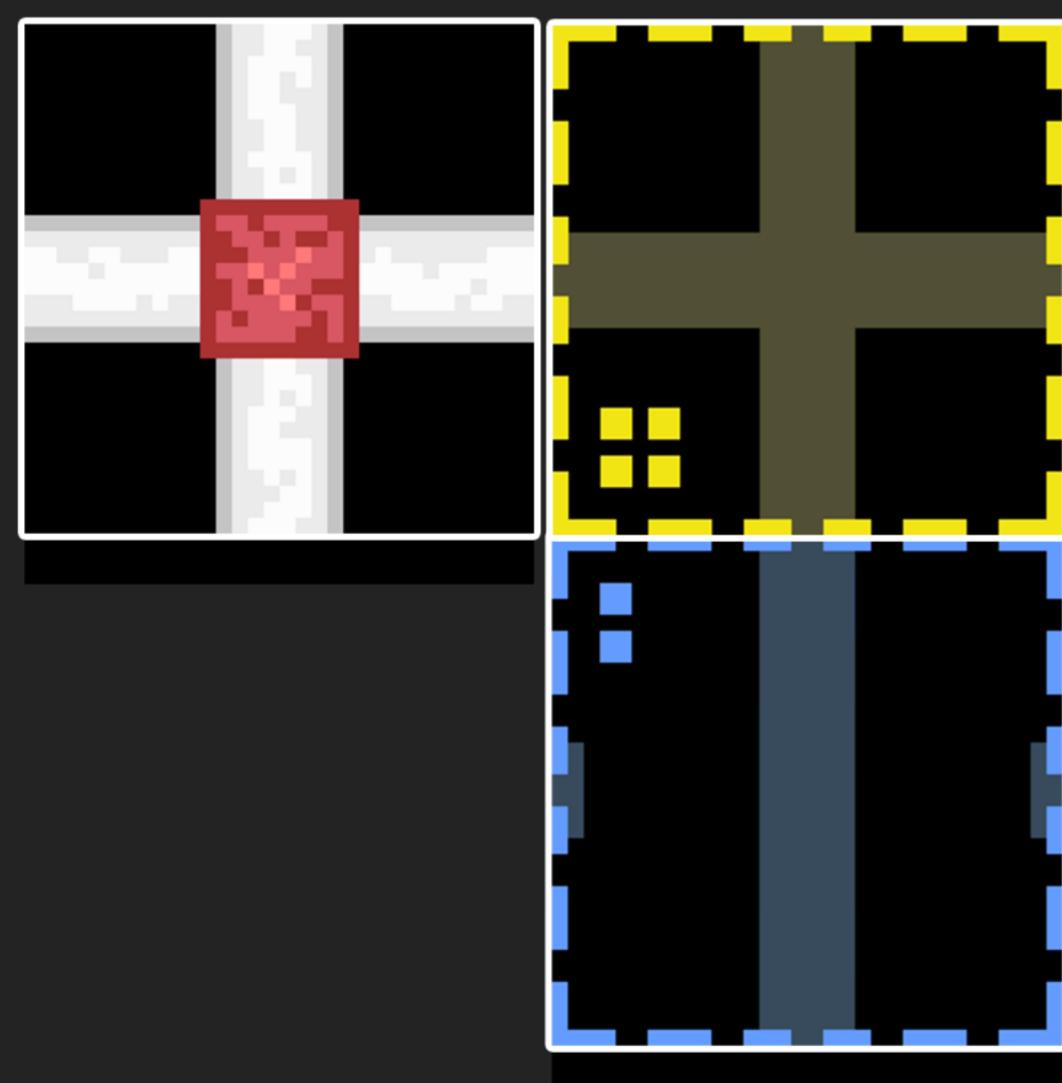
Switch to any direction you wish,

Place it next to the **Start Tile** with Blueprint side up.



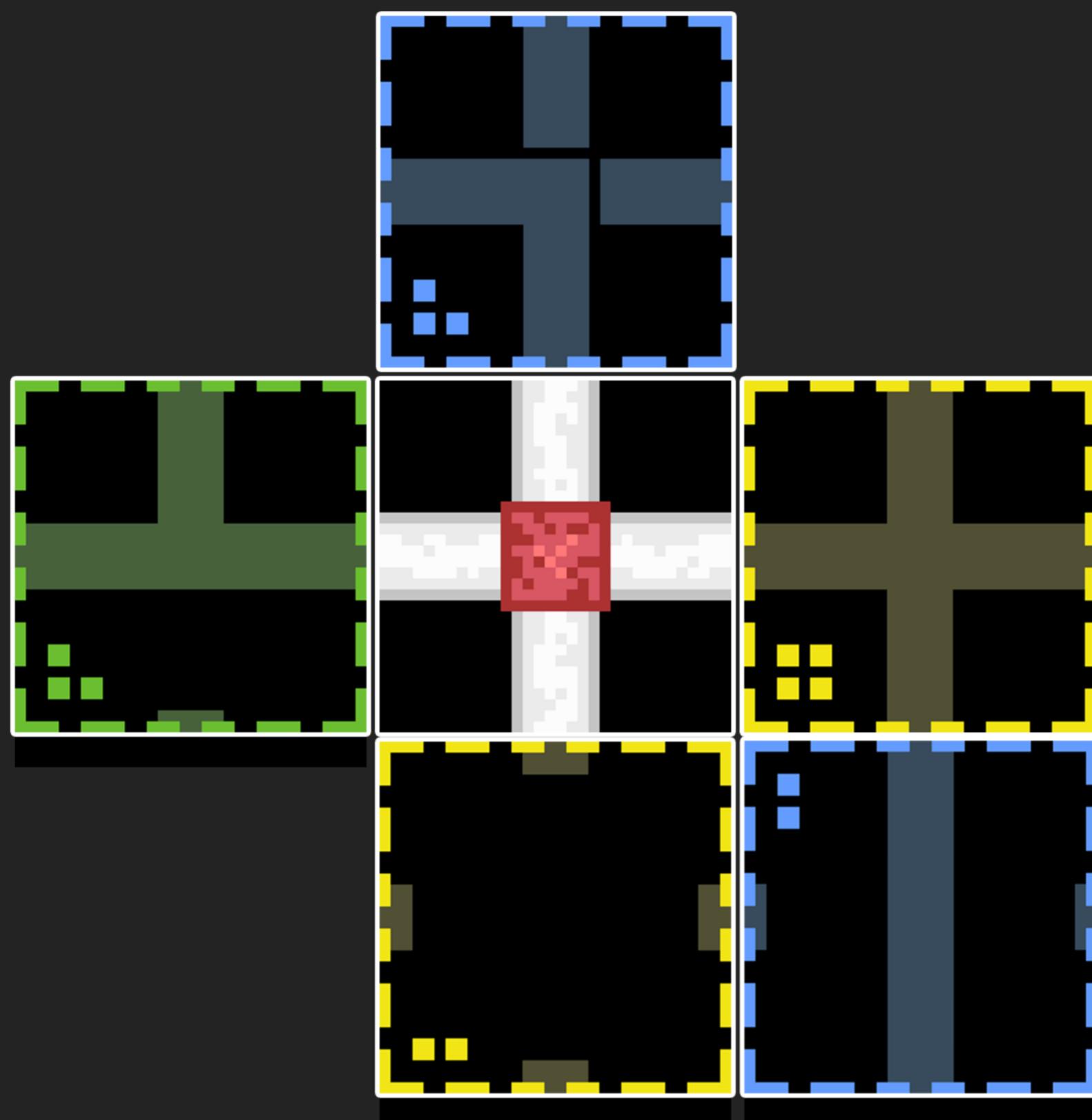
Pass to the next player clockwise,

This time player can place it next to any tile existed.



Repeat till all the player took their turn.

An example of a game with five players:
An example of a game with five players!

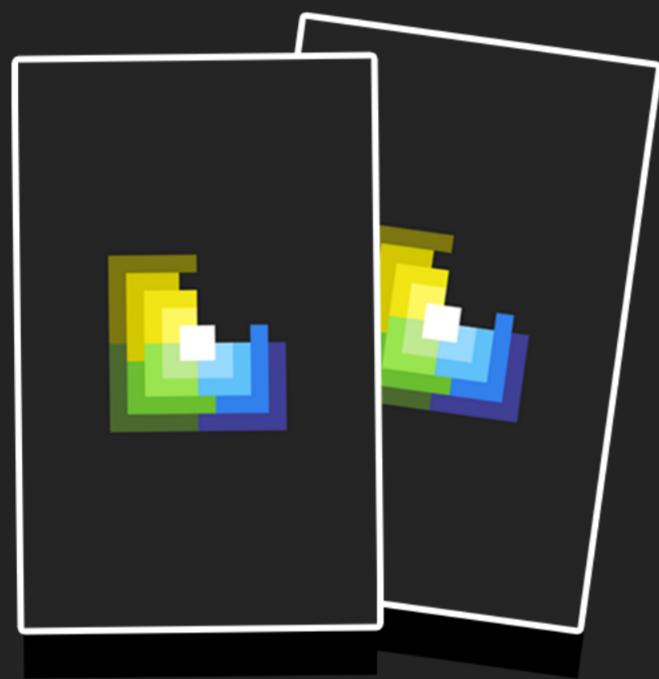


HOW TO PLAY

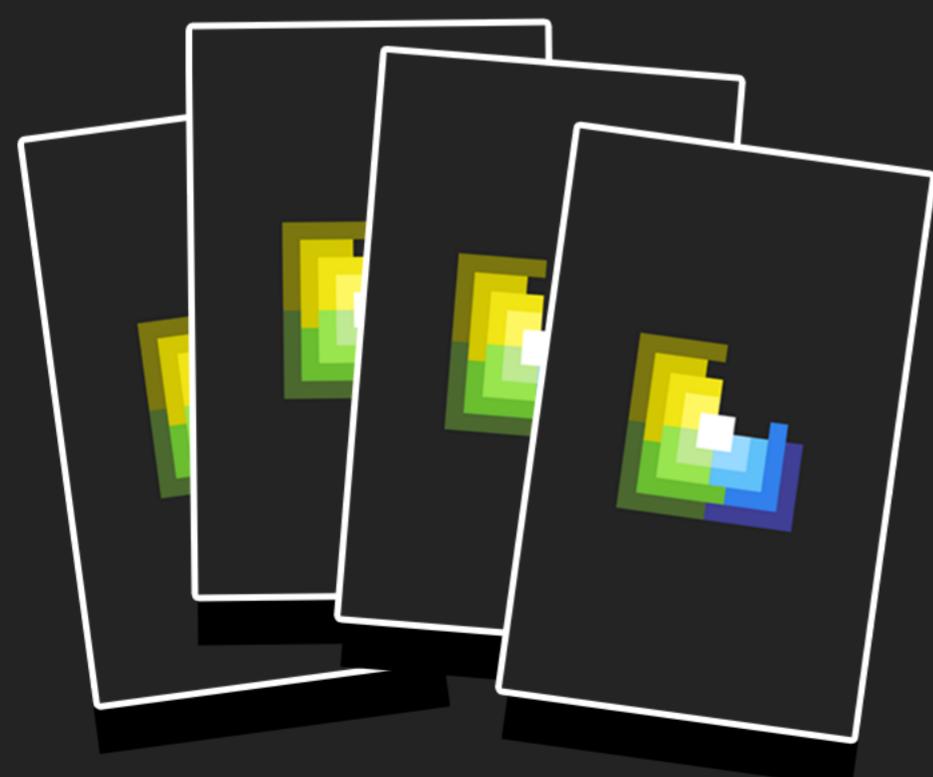
On your turn
you must do the following in order:

Phase 1: Draw Resources

Draw 2 or 4 Resources Cards from the pile.



If drew 4 Resources Cards, skip to **Phase 4** directly.

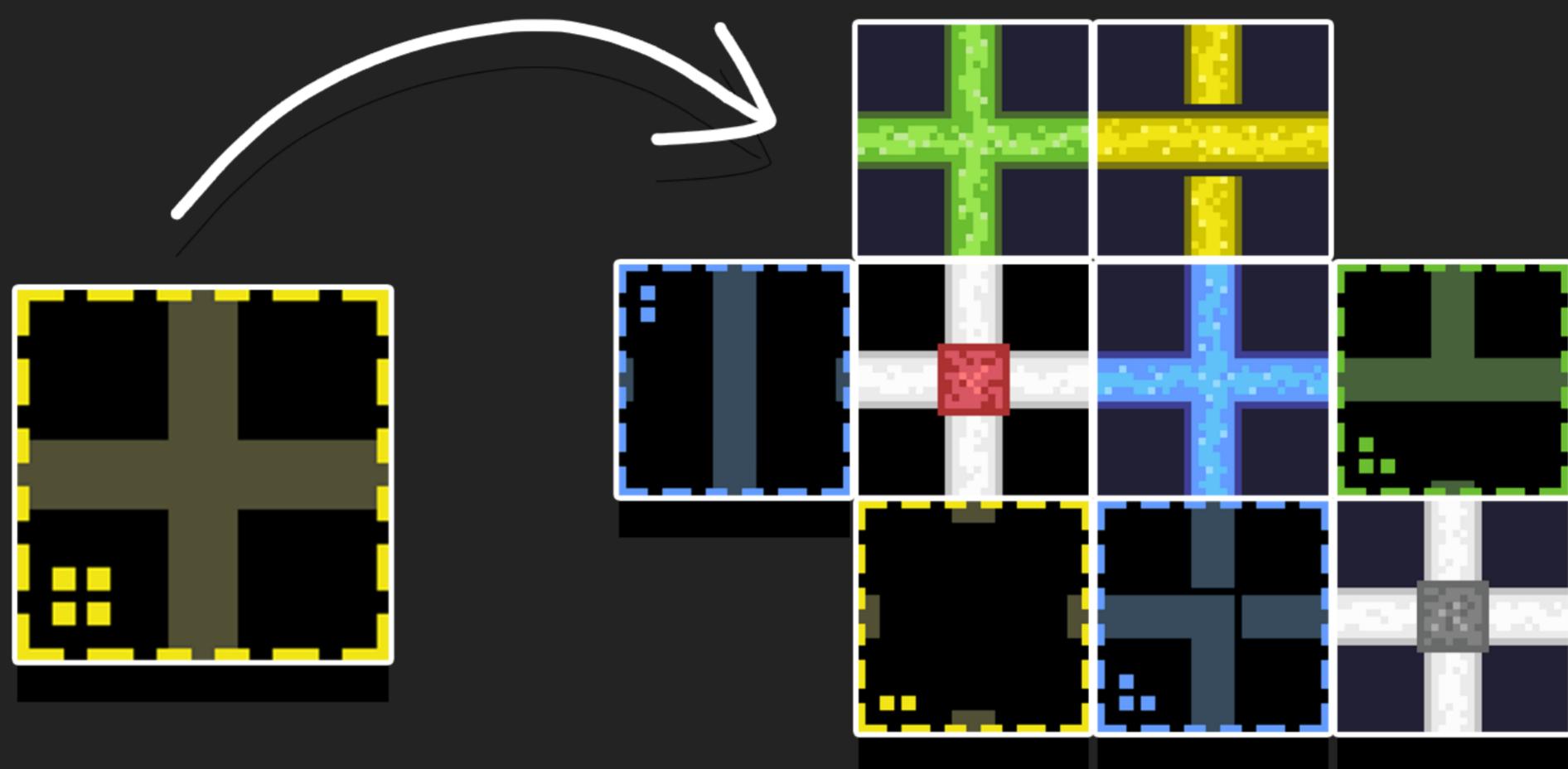


Phase 2: Route Planning

Draw a **Road Card** from the pile.

Switch the Blueprint to any direction you wish,

Place it next to any tile existed in whether side.



Phase 3: Action Taking

Player can perform three types of action:

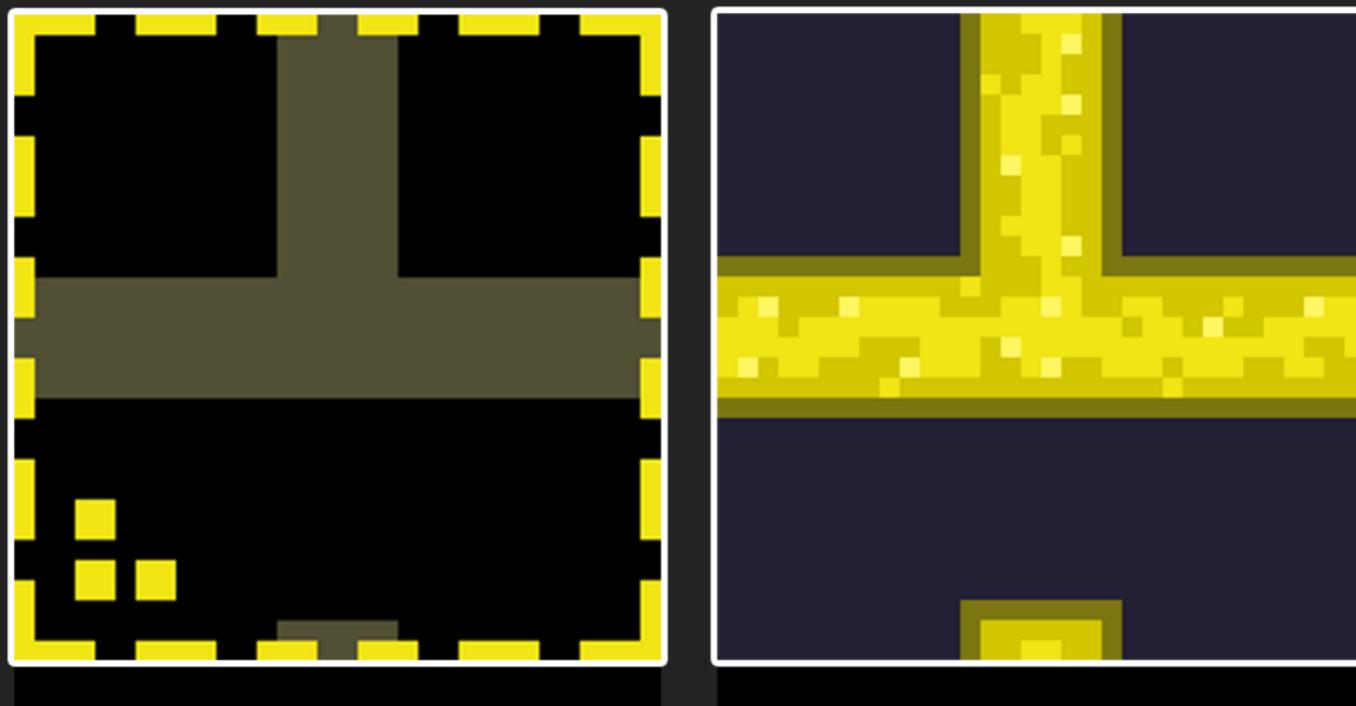
- A. **Construct**
- A. Construct
- B. **Modify**
- B. Modify
- C. **Attack**
- C. Attack

Player can act as many times as wished,
the order is casual.

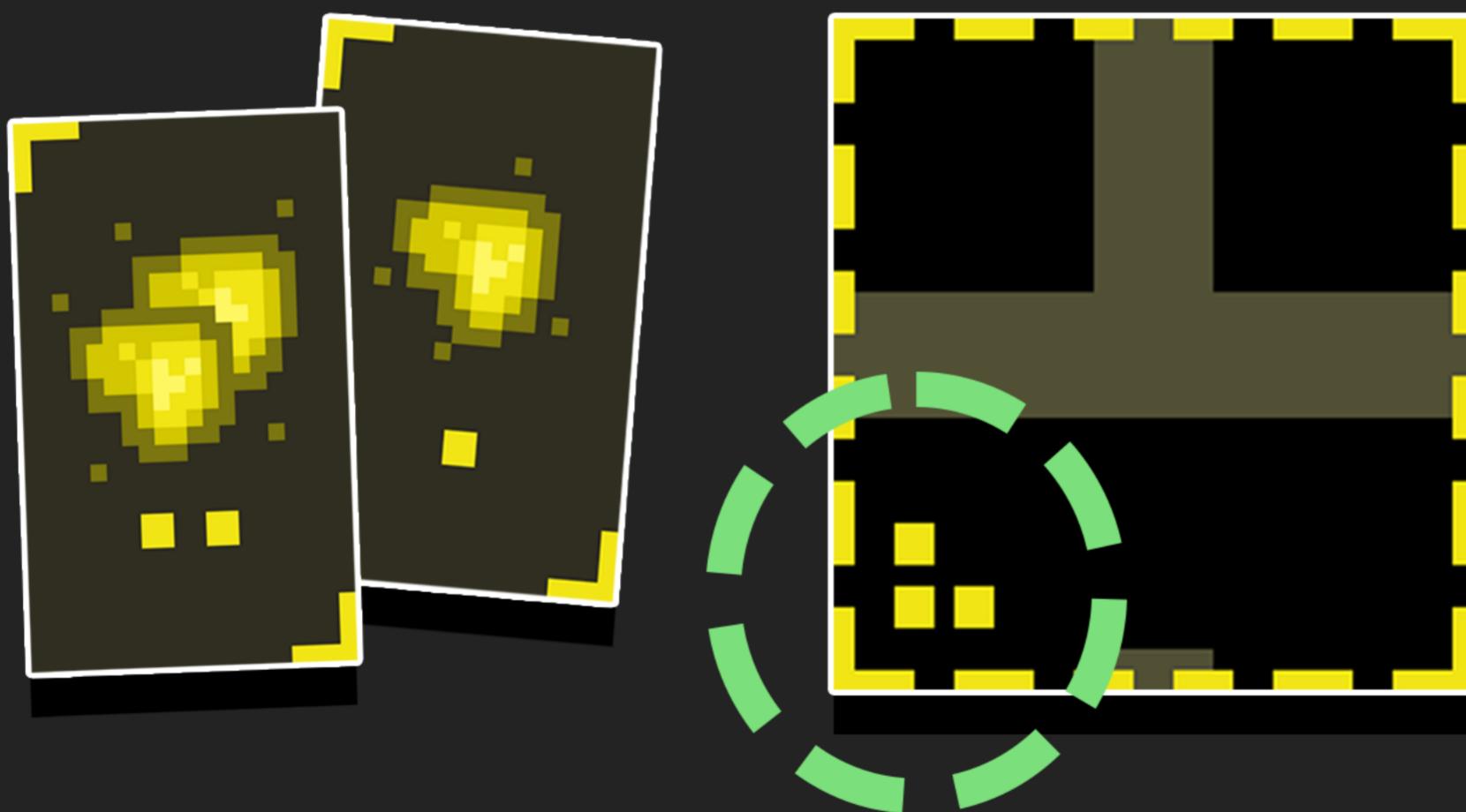
Taking no action is allowed.

Construct

Each **Road Tile** has
A Blueprint side and a Constructed side.

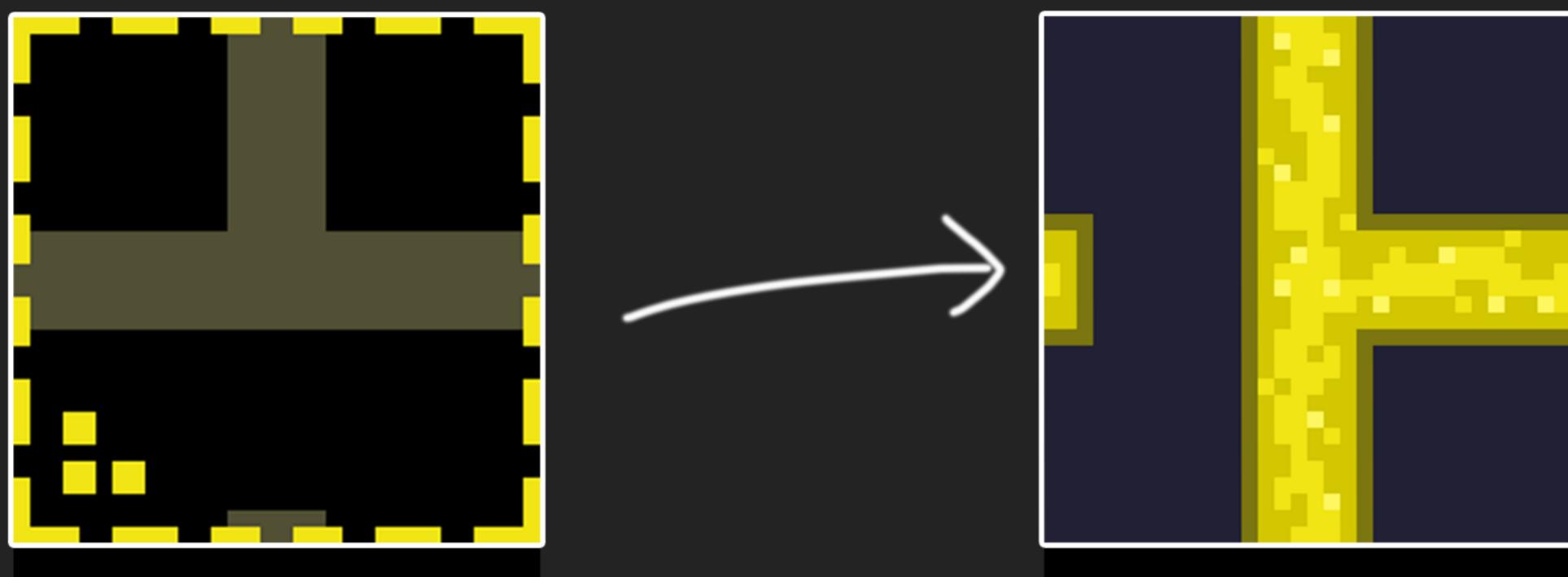


To construct a Blueprint,
Resource Cards with the required amount of resources
must be paid by the player commits the construction.



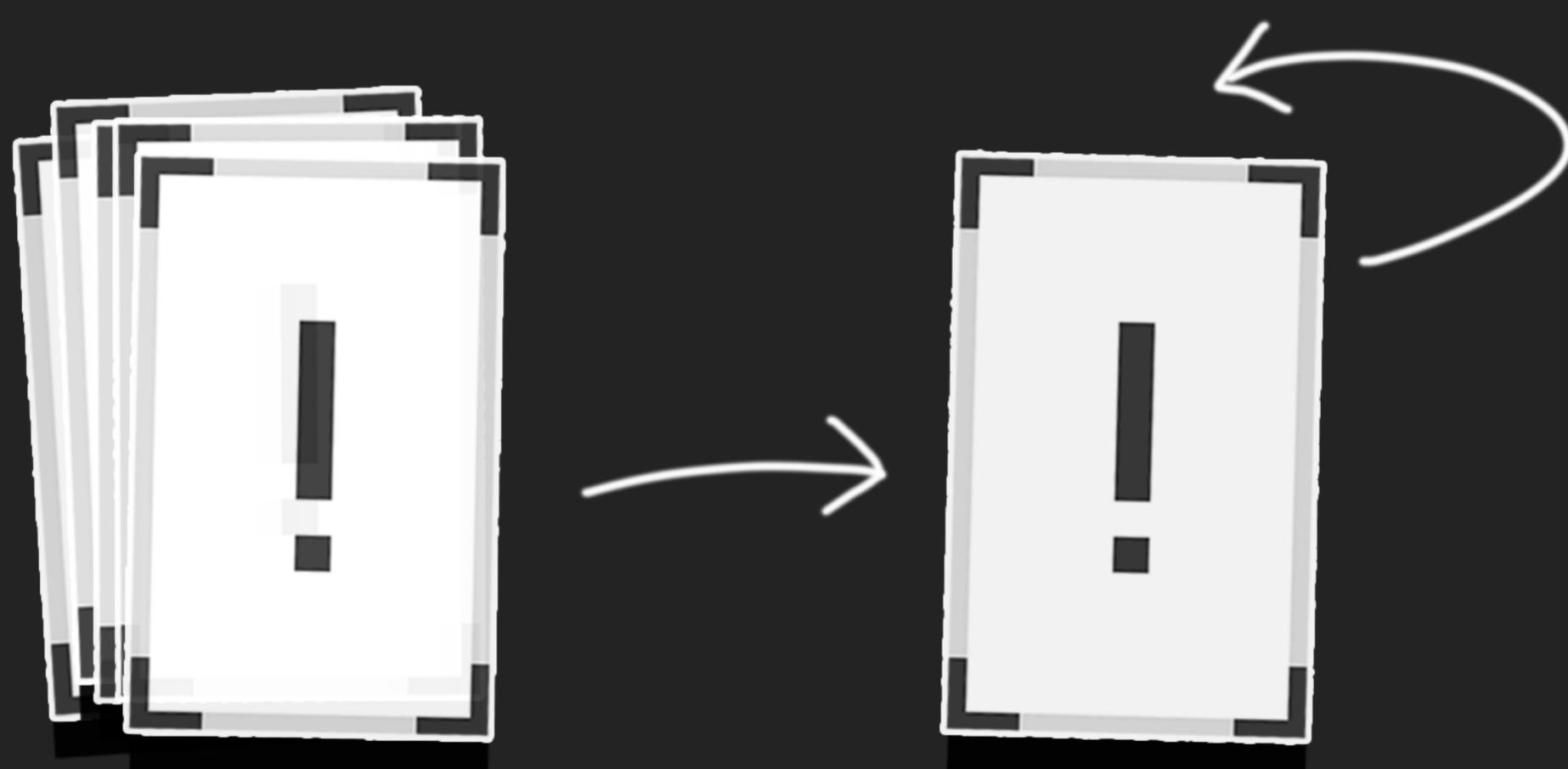
The used **Resource Cards** go into discard pile,
Flip the built **Road Tile** into constructed side.

Caution: The direction of the road cannot be changed.



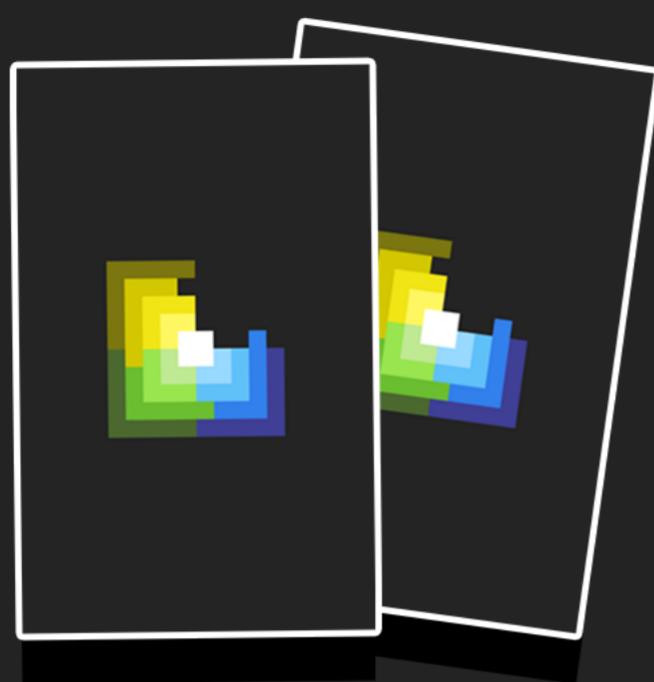
Wrong Case
Wrong Case

After the construction, the player commits it must:
Draw a **Event Card** and play it immediately.

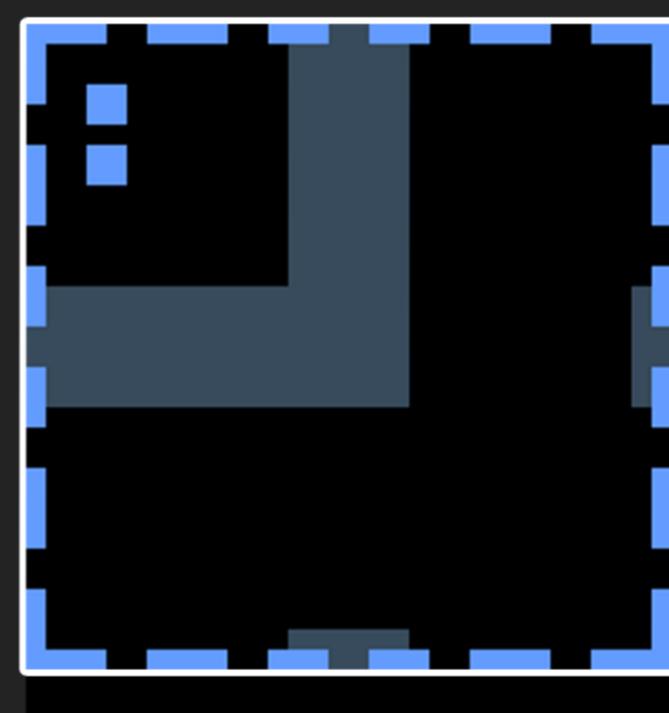


Modify

Discard 2 Resource Cards in any type,



Rotate a Road Tile in Blueprint side clockwise once.



Attack

Discard all the Resource Cards in hand, at least one.

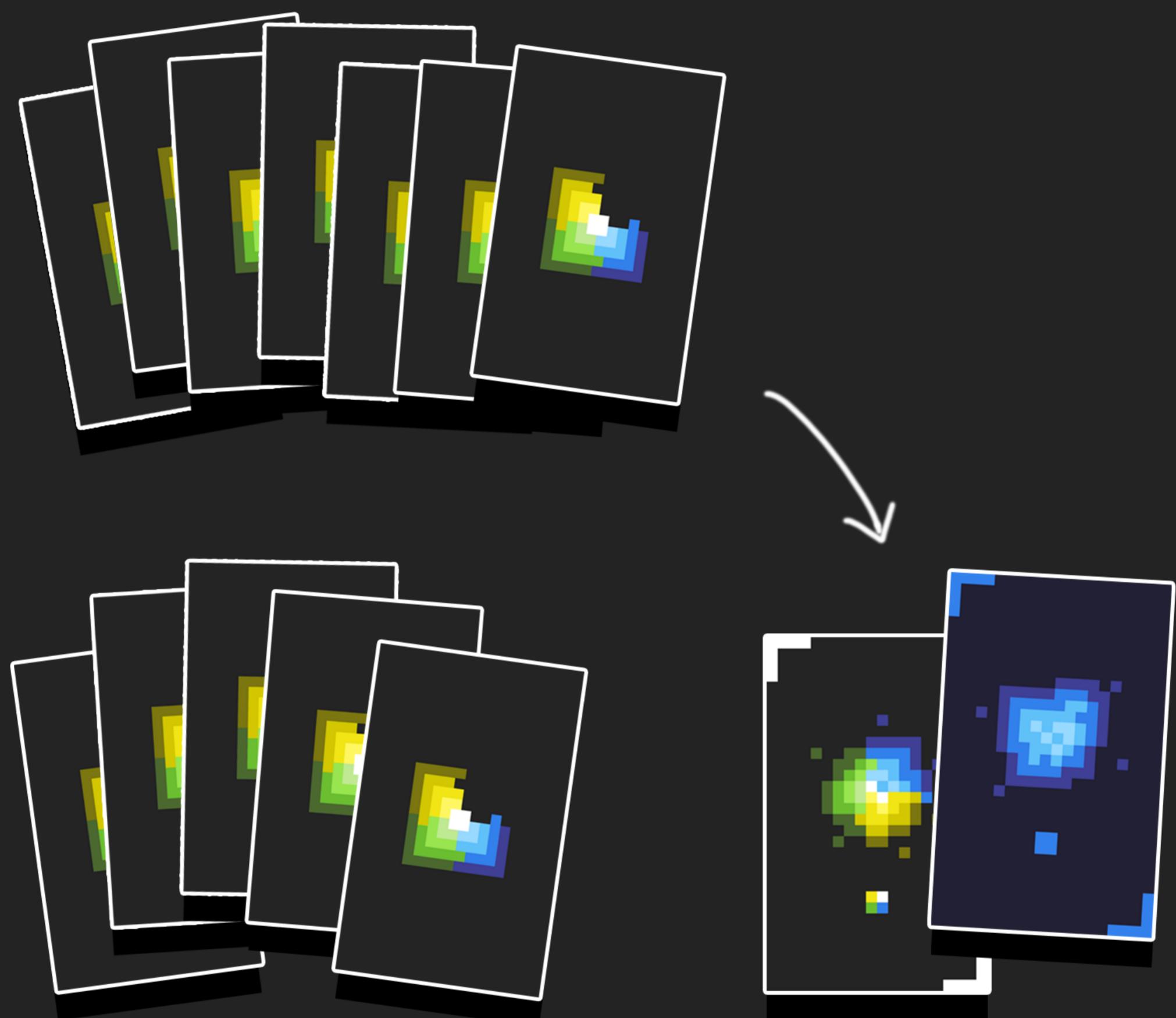
Point any player to skip his turn for one round.

Caution: Players cannot be attacked successively

Phase 4: Discard Stage

Keep the number of **Resource Cards** in hand less or equal to **5**

Discard the exceeded into discard pile.



Caution:

The card goes to discard pile is open to all the player.

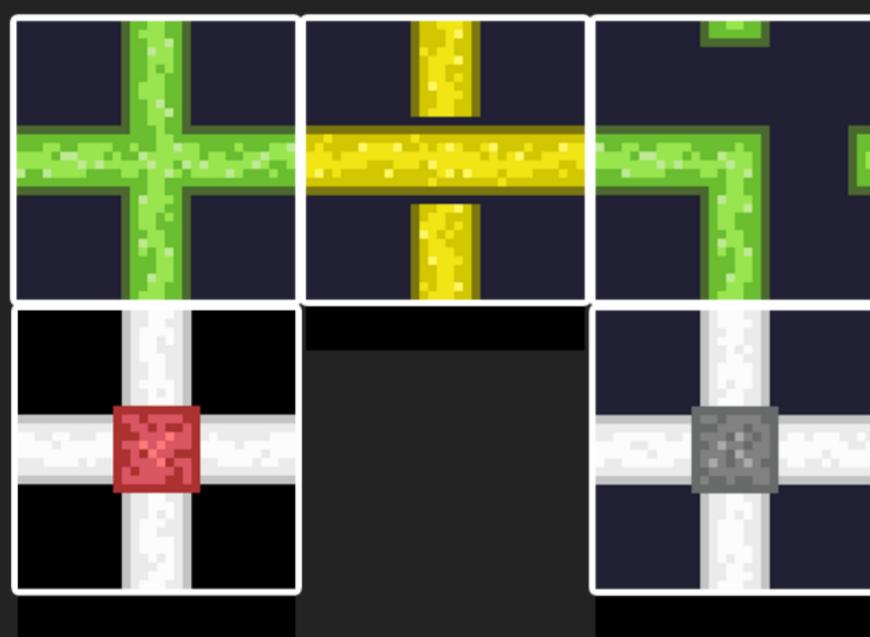
END OF GAME

Once 2 Valid Route is built by the end of a player's turn,
The game will end and go into Scoring Stage.

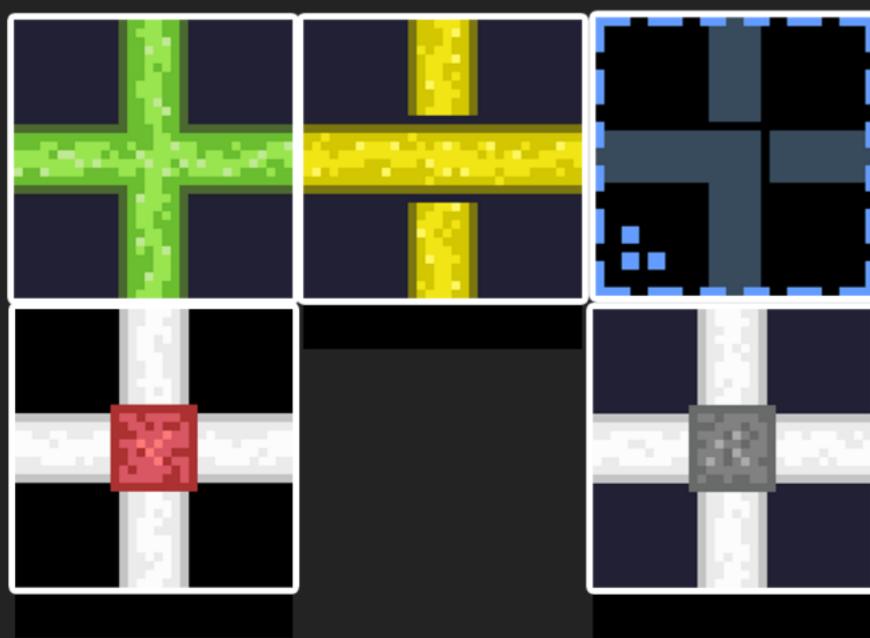
Valid Route

Valid Route

A fully constructed route connects
the Start Tile and a End Tile.



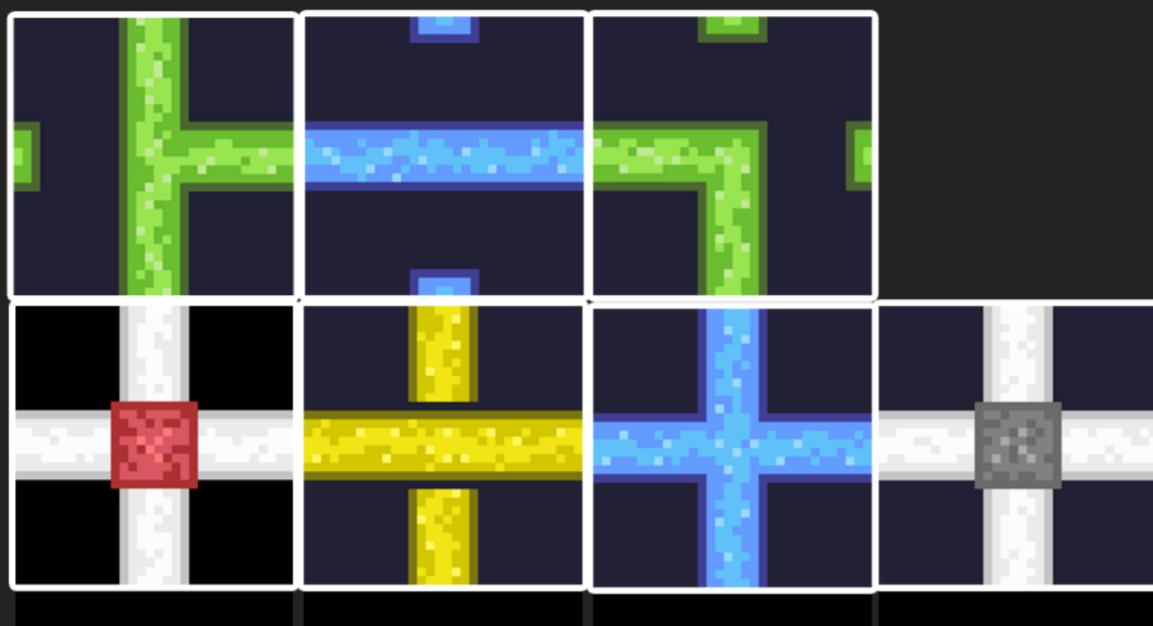
Correct Case
Correct Case



Wrong Case
Wrong Case

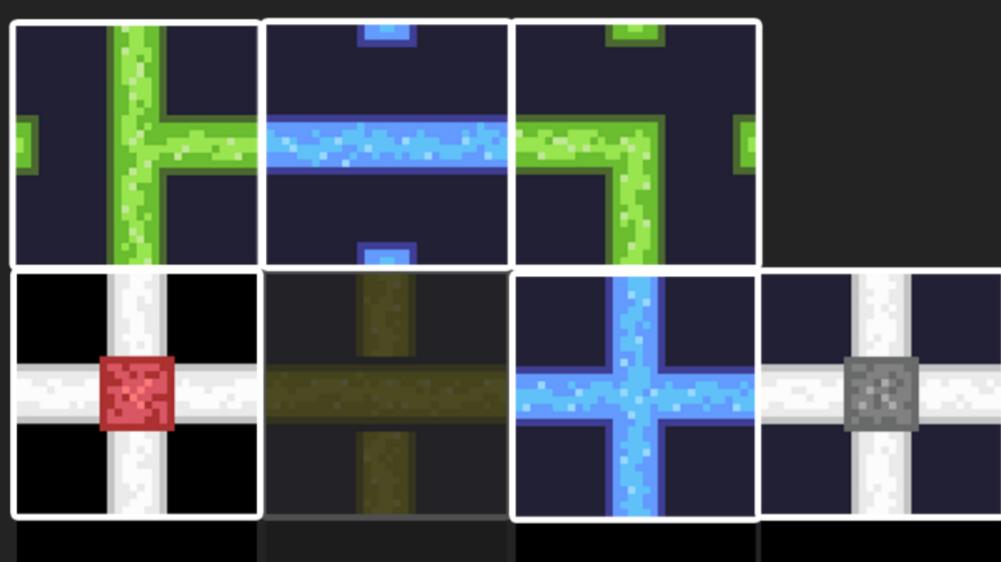
The **shorter route always prevails** when more than one route connected to the same **End Tile**.

Each End Tile can only offer one **Valid Route**.

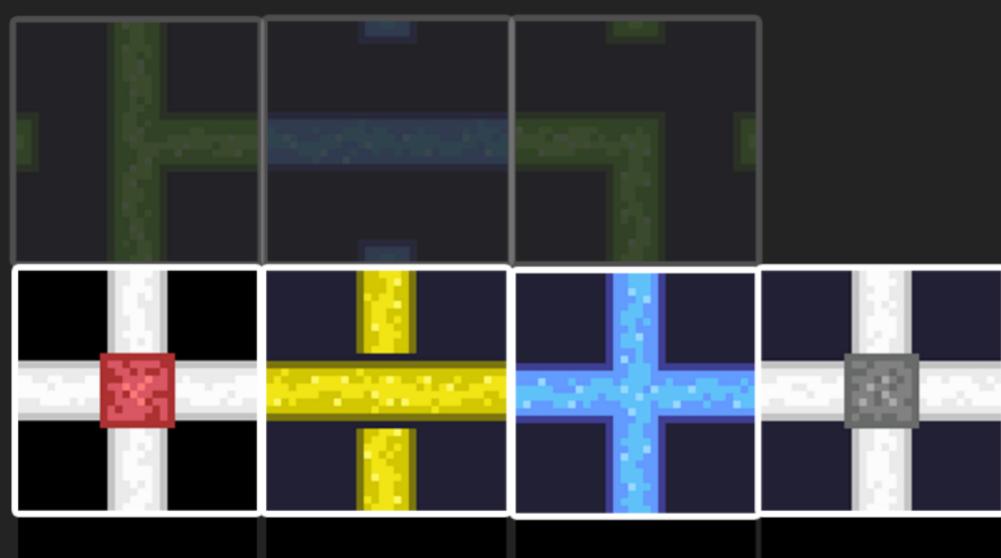


Example Routes
Example Routes

The example routes contains two **Valid Routes**,
The shorter one prevails.



Not Valid Route
Not Valid Route

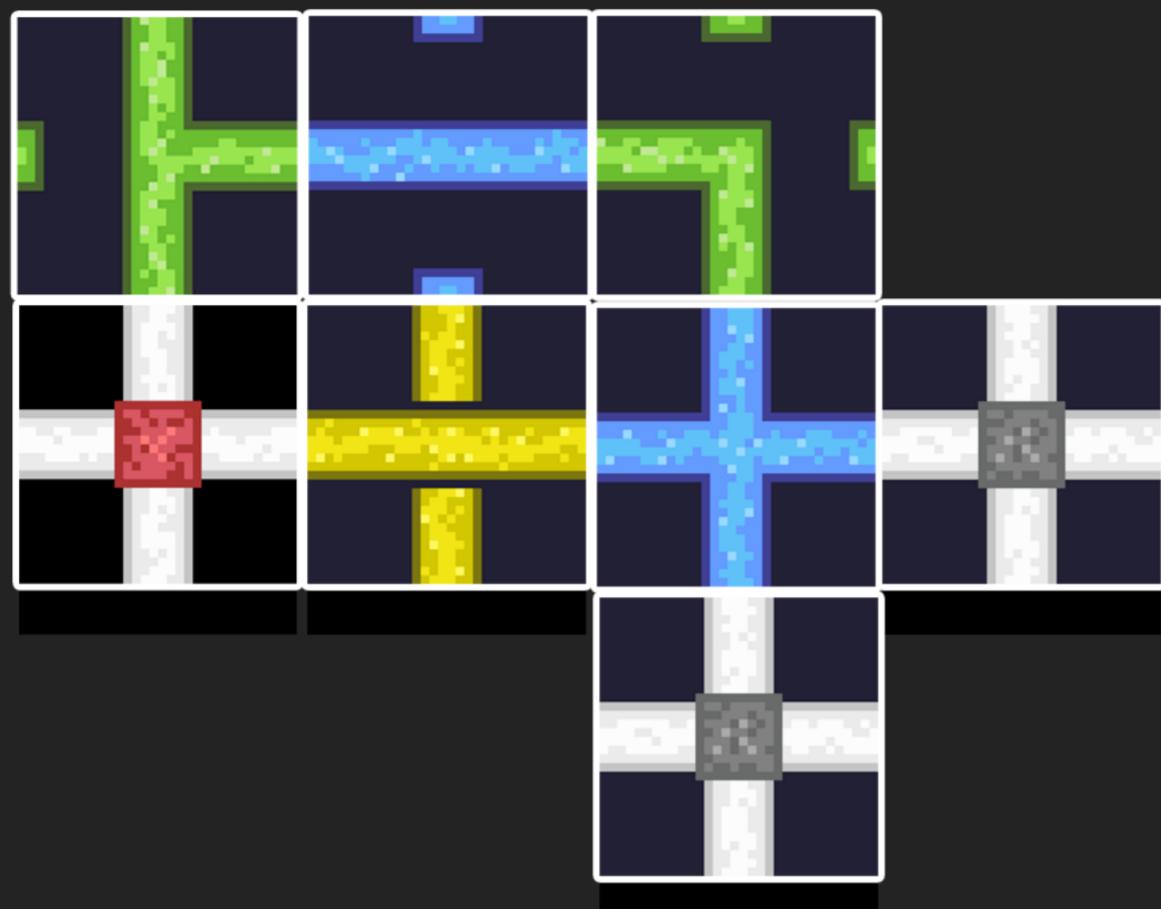


Valid Route
Valid Route

Caution:

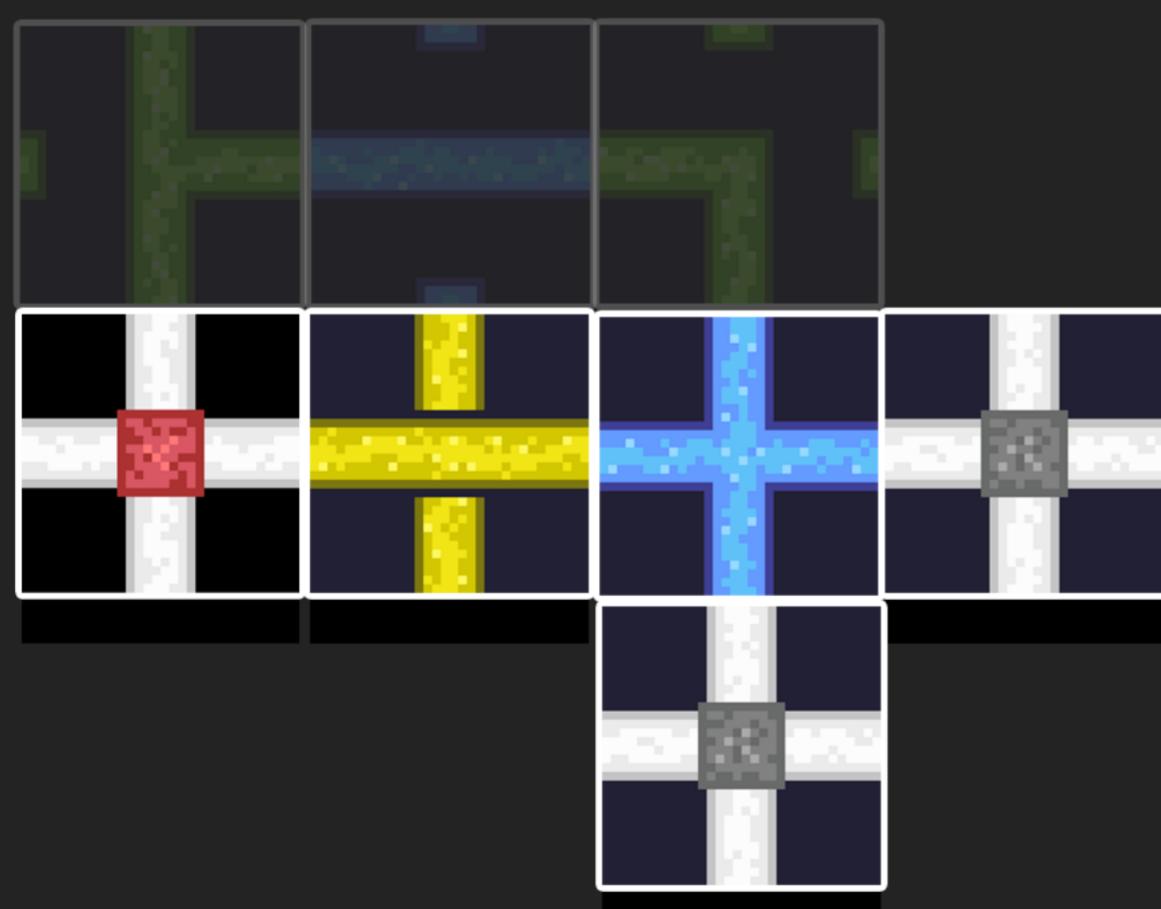
A **Valid route must not intersect with any others**.
The route of 2 **Valid Routes** must be apart with no sharing.

Consider the example:



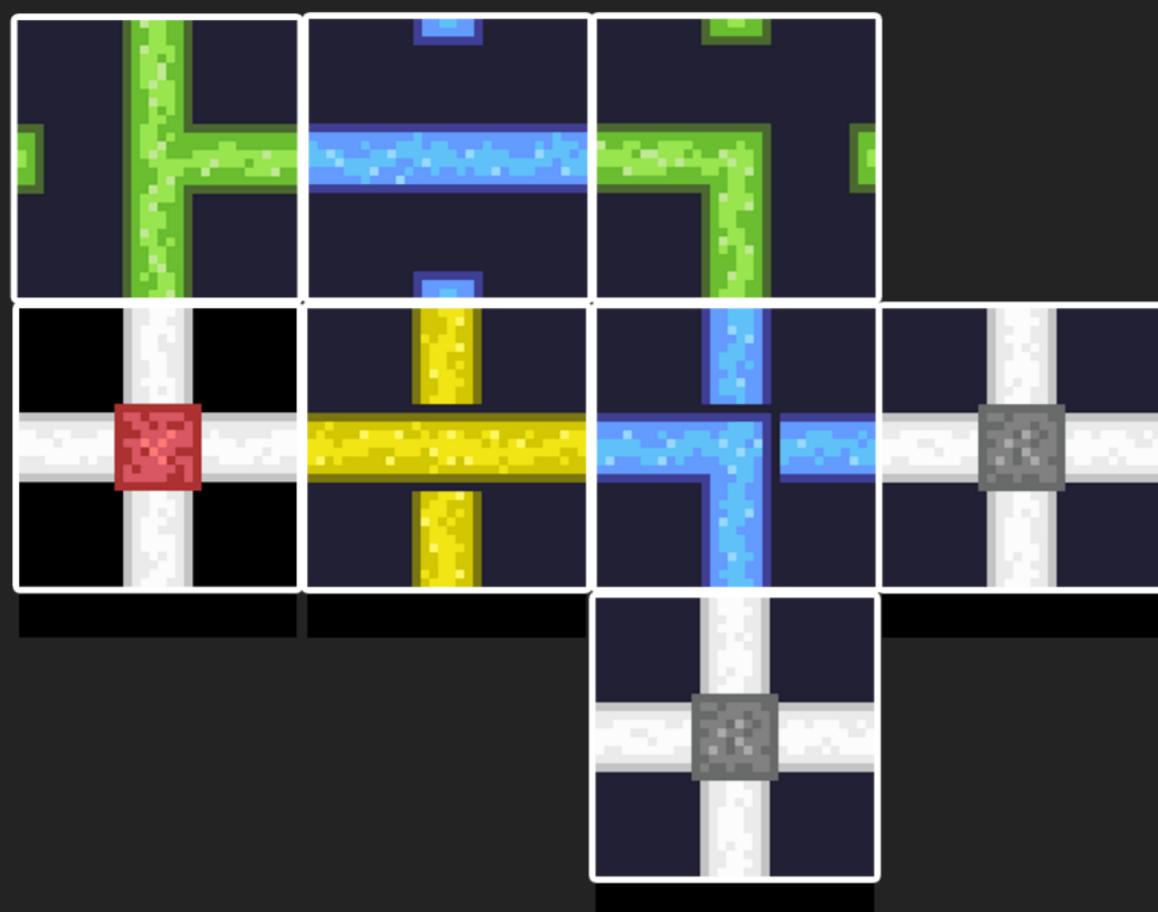
Example Routes
Example Routes

In the example, only one Valid Route accomplished.



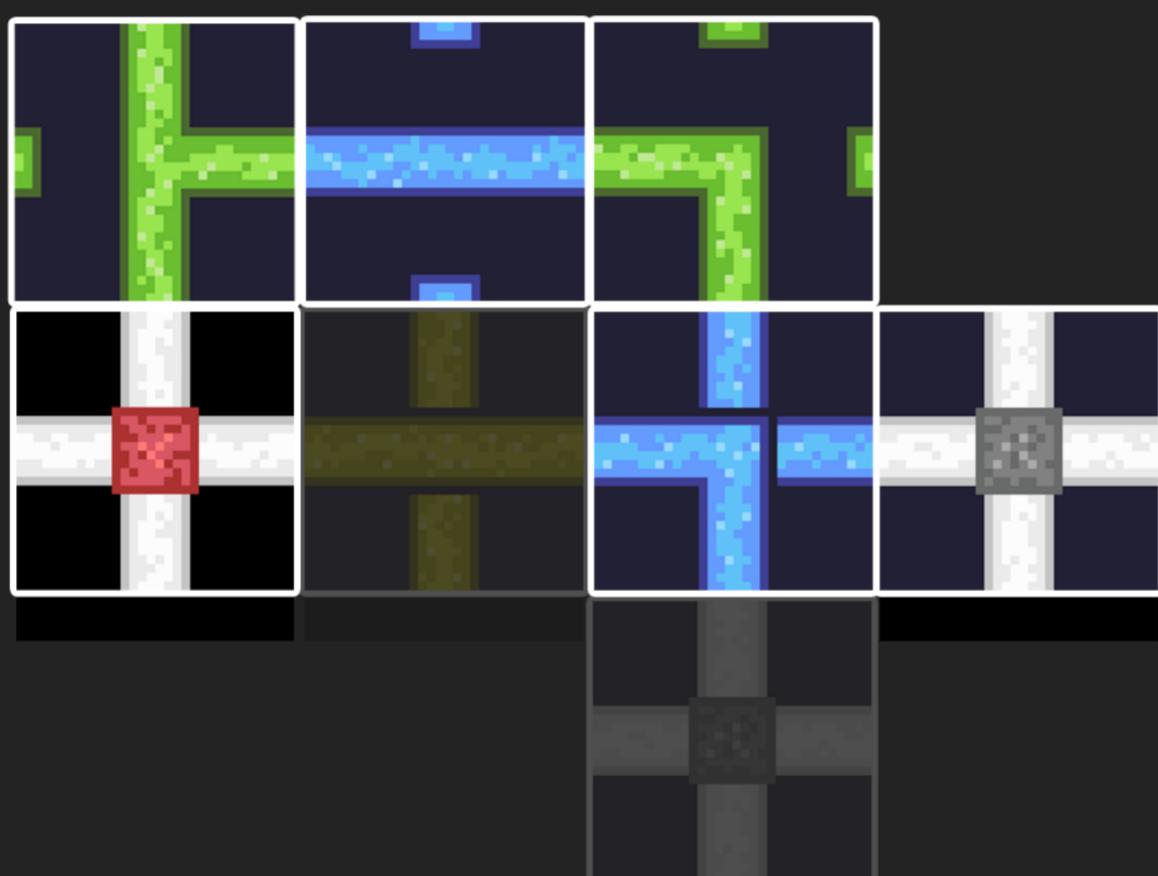
Valid Route
Valid Route

For this case to have 2 Valid Routes
For this case to have 2 Valid Routes
the following change works.
the following change works.

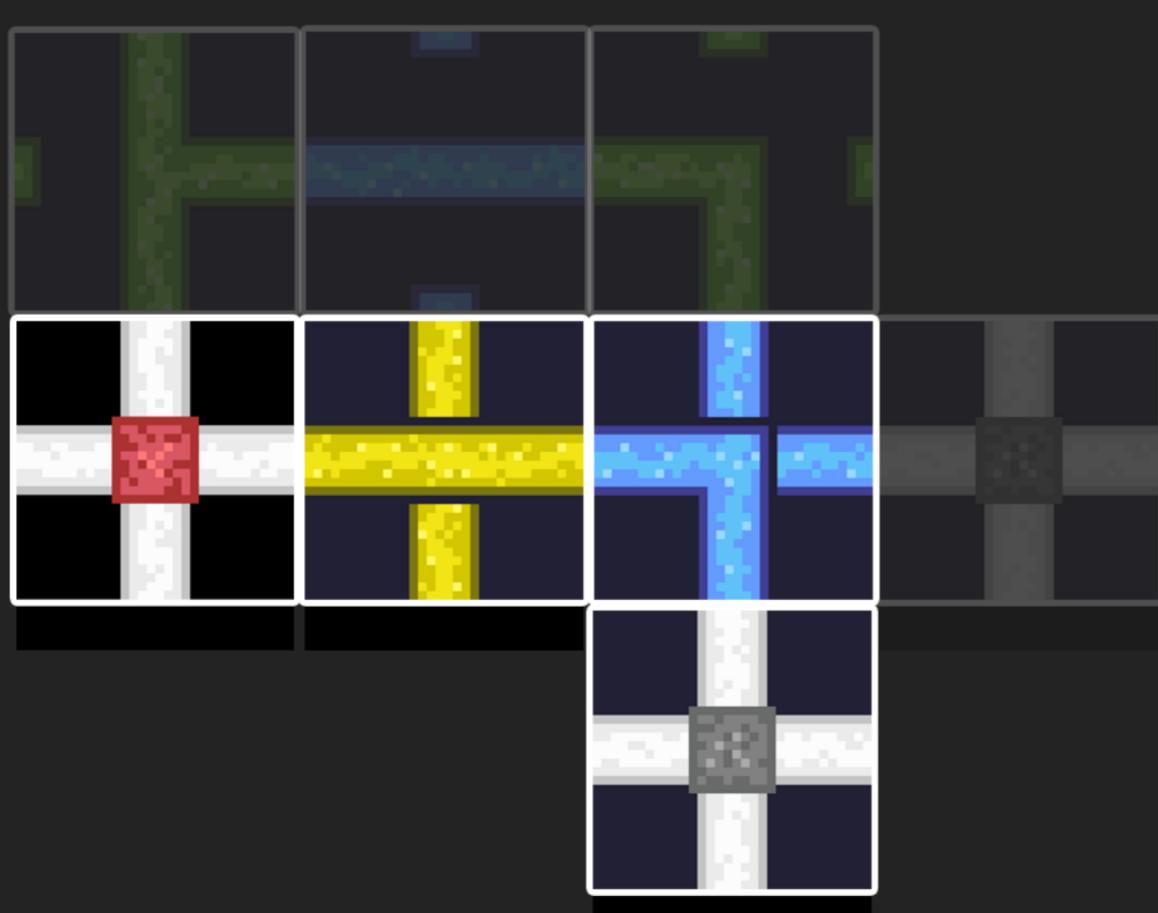


Example Routes
Example Routes

This time each End Tile can offer a Valid Routes.
This time each End Tile can offer a Valid Routes.



Valid Route
Valid Route



Valid Route
Valid Route

SCORING

First, reveal all the **ID Cards**.

Next, count the number of **Land Tiles** in three different colors for both Valid Routes.

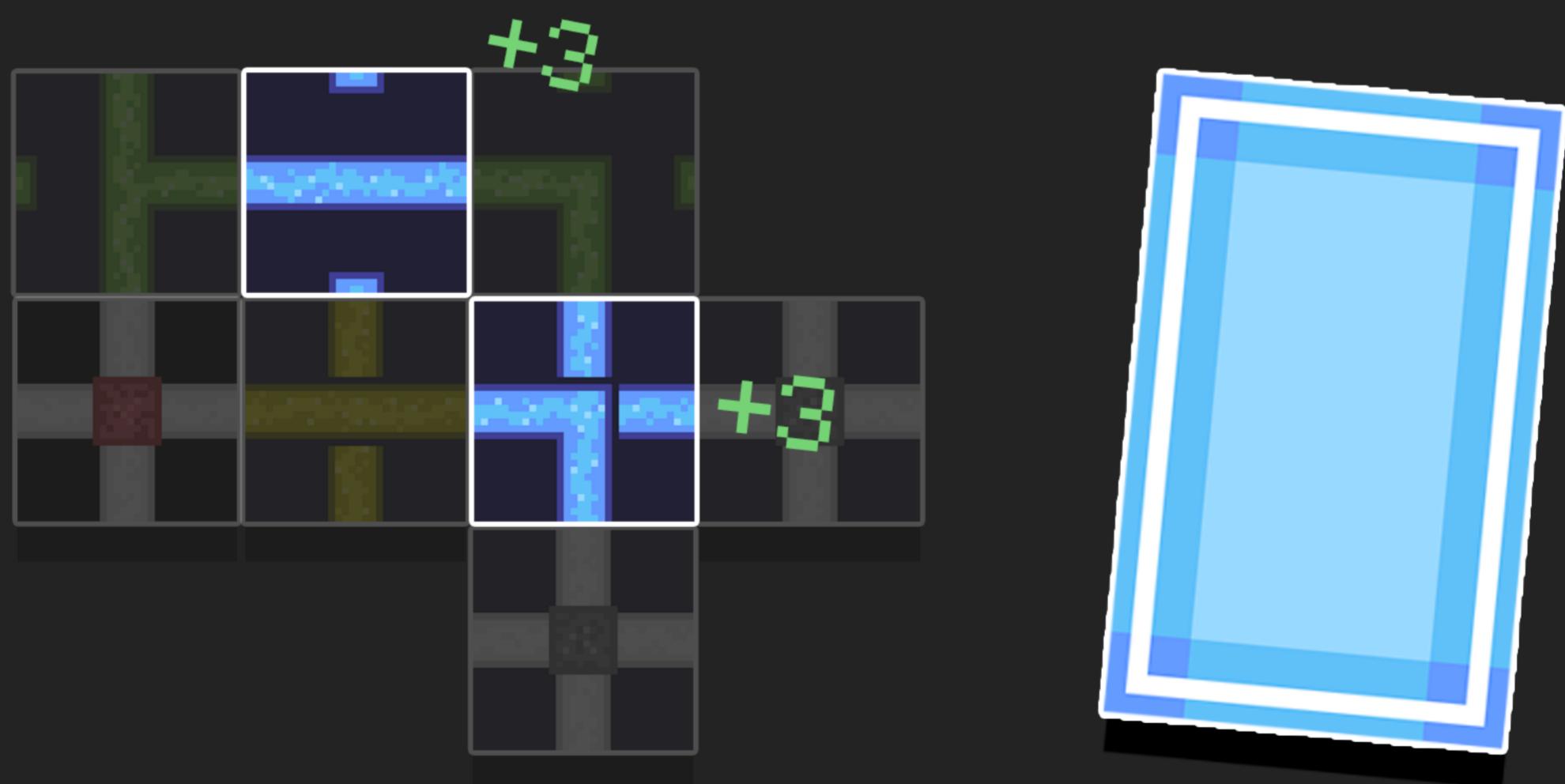
The color with the most Land Tiles in Valid Routes becomes **Winner Color**.

More than one Winner Color is allowed when tied.

Each player scores points for the following 3 elements:

– **Road Tiles**

All the **Road Tiles** match the Player's **ID Card** color in Valid Routes +3 for each.



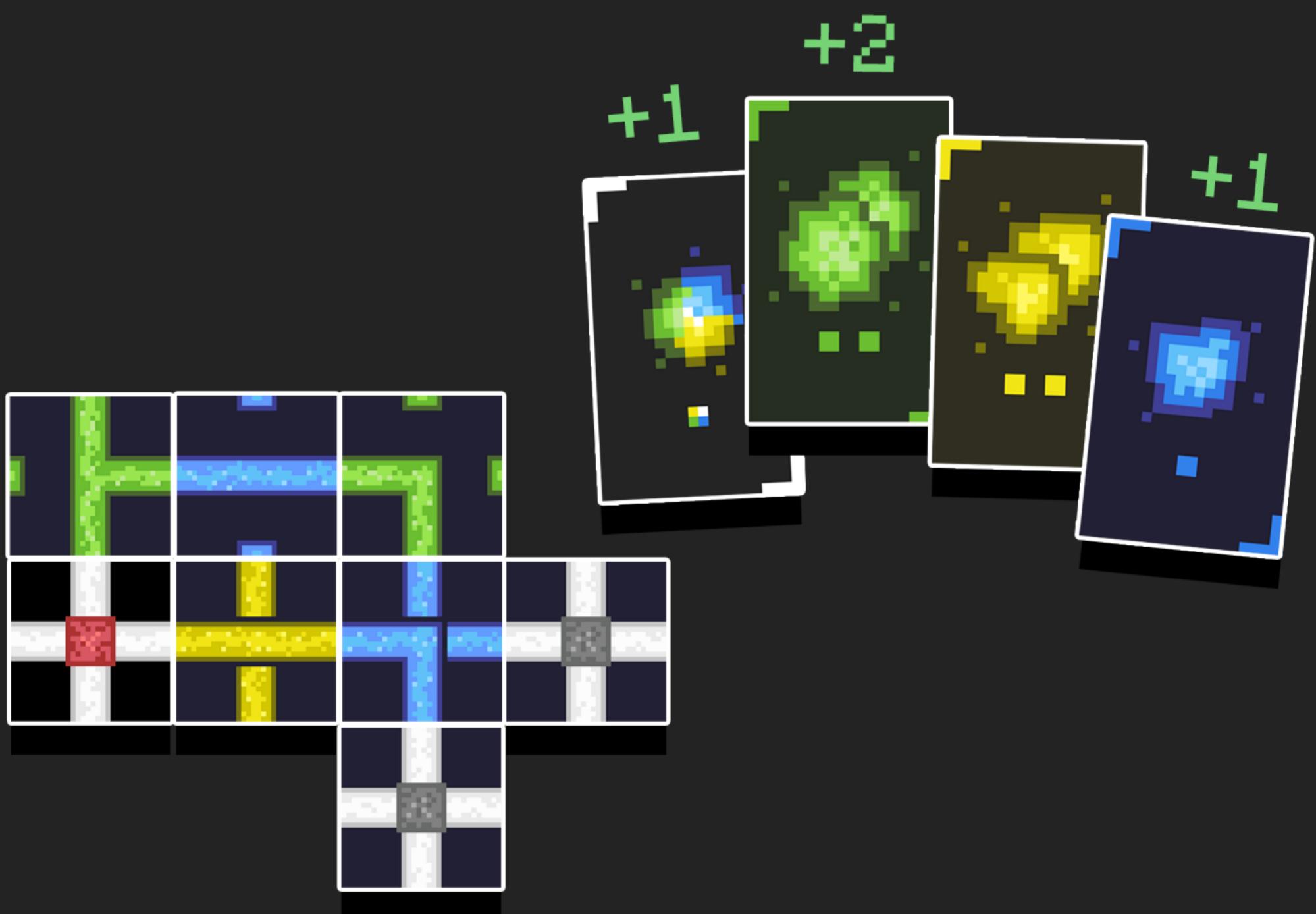
For this example, Player with Blue ID gain 6 points with two **Road Tiles**.

- **Resource Cards**
- **Resource Cards**

The **Resource Cards** match the Winner Color in player's hand +1 for each element.

Each Wild Card counts for 1 point.

For this example, Player with the following hand gains 4 points.



- **End Game Bonus**
- **End Game Bonus**

The player who ended the game by the end of his/her turn +1 as a bonus.

SPECIAL CASES

Land Tiles

- When any of the piles of Land Tiles run out, continue the game with the left piles.
- When all the Land Tiles run out, game continues with no more Route Planning phase.

Resource Cards

- When the pile of Resource Cards run out, shuffle the discard pile to restore.

Event Cards

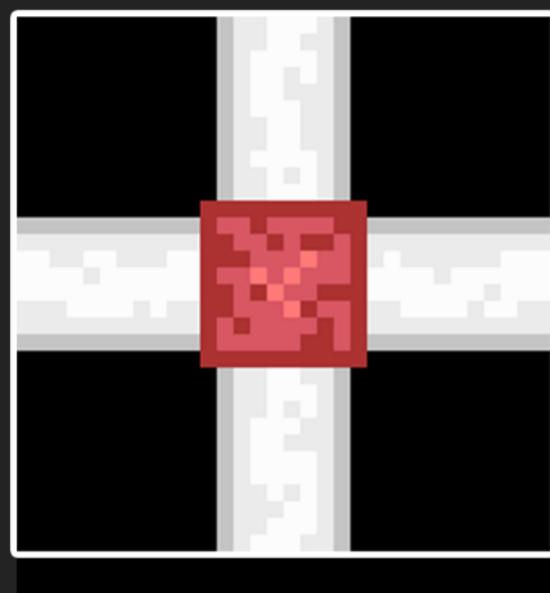
- Start Tile is the only Land Tile immune to the effects of any event.
- When an event cannot be done by the lack of condition, the Player can then draw 2 Resource Cards instead.
(Ex. No constructed Road Tile to destroy)

Appendix

Road Tiles

Road Tiles

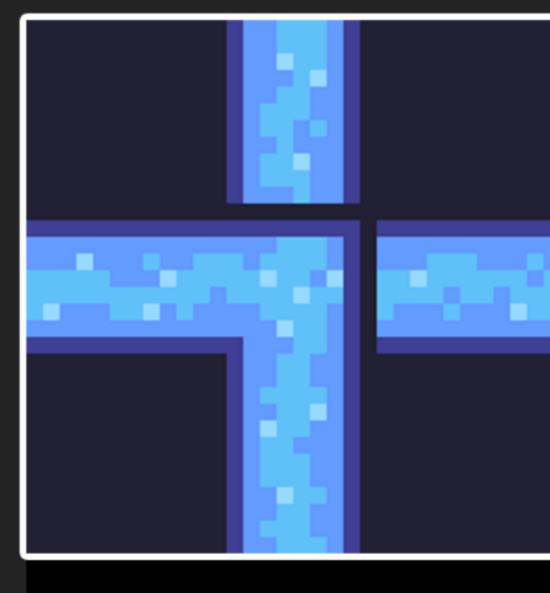
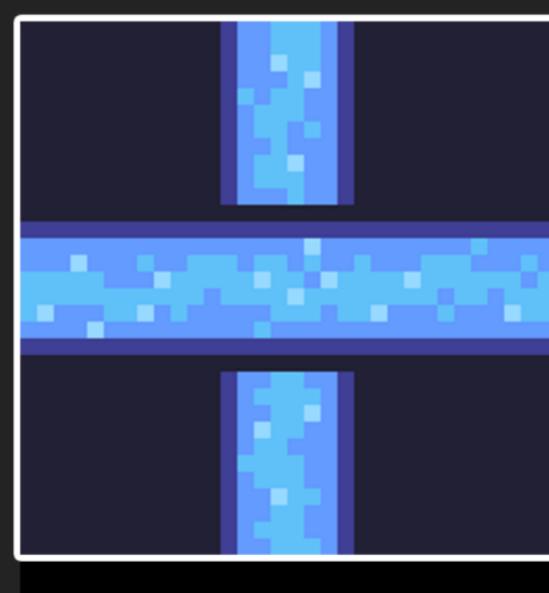
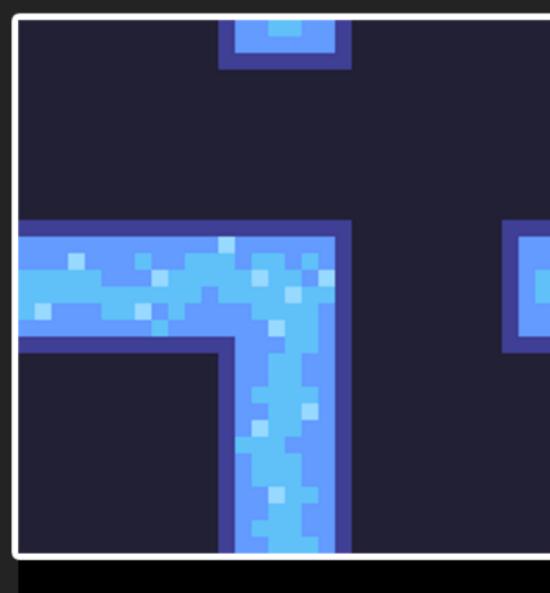
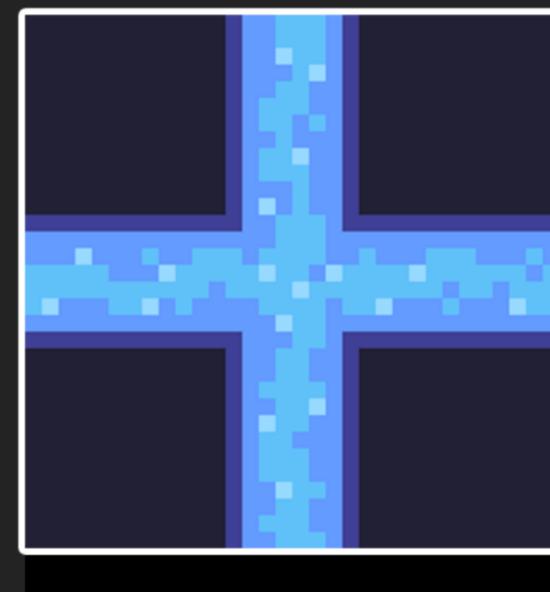
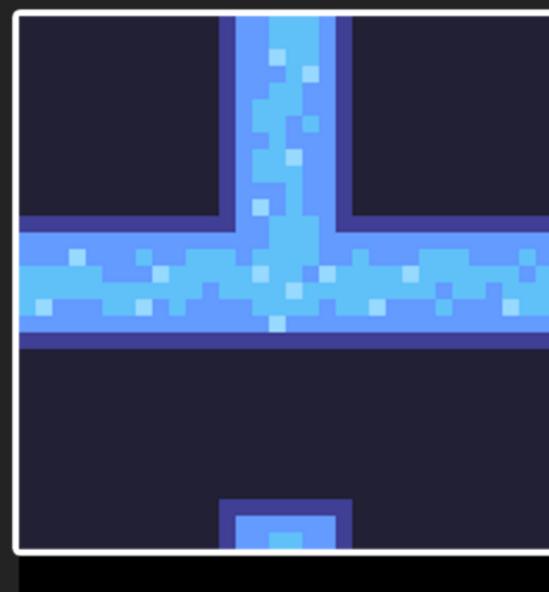
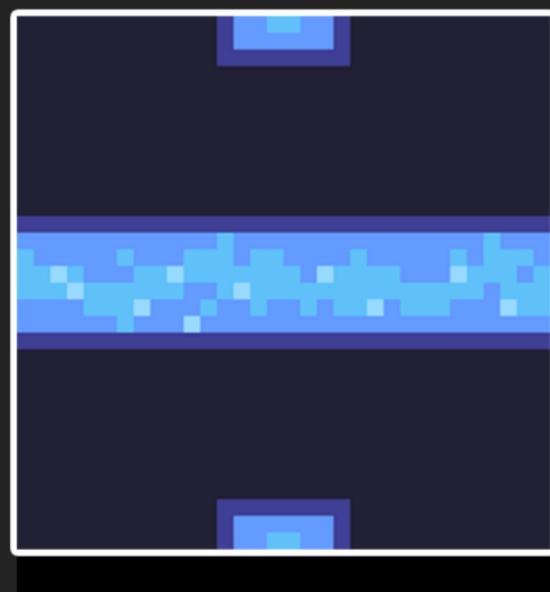
Start Tile x1



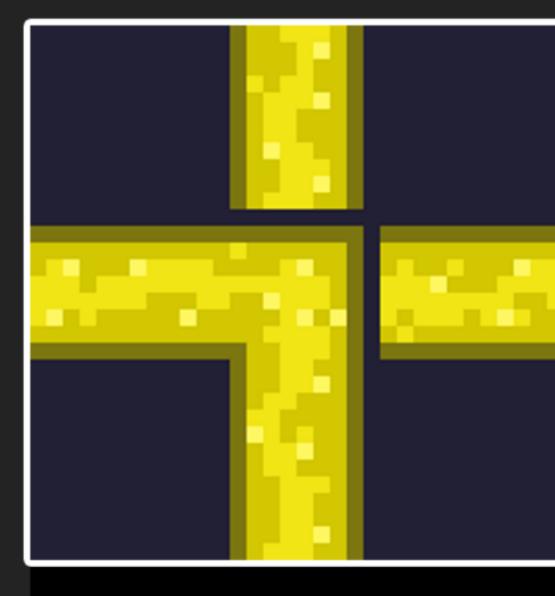
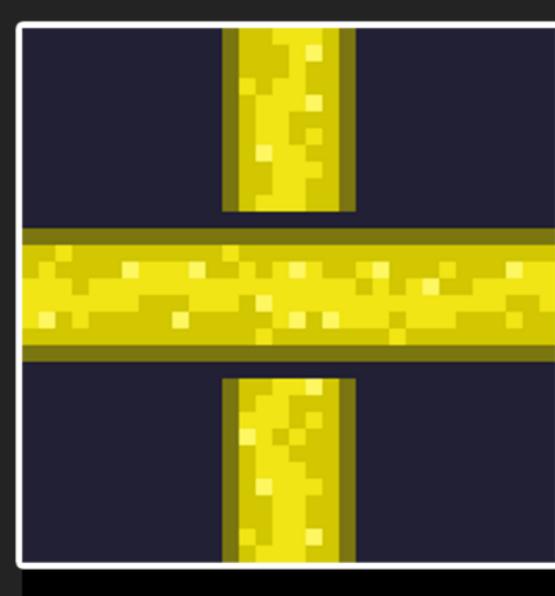
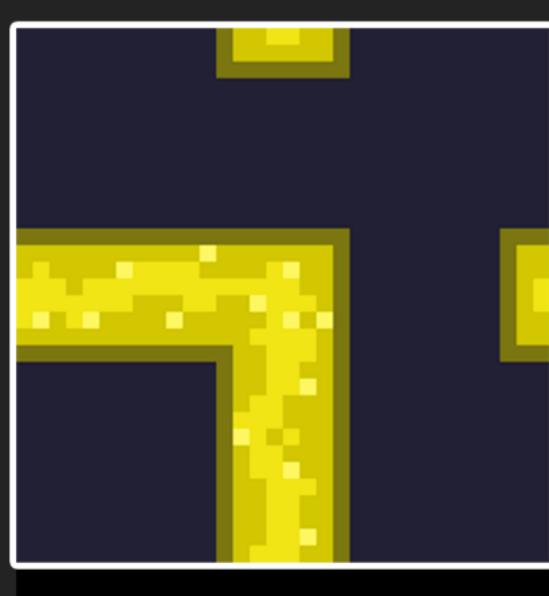
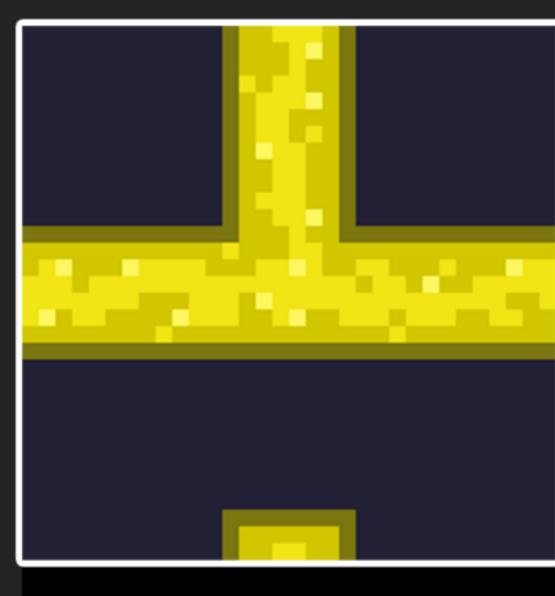
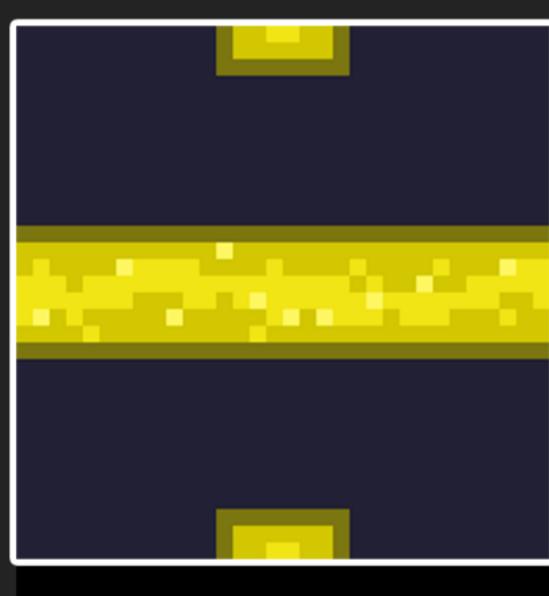
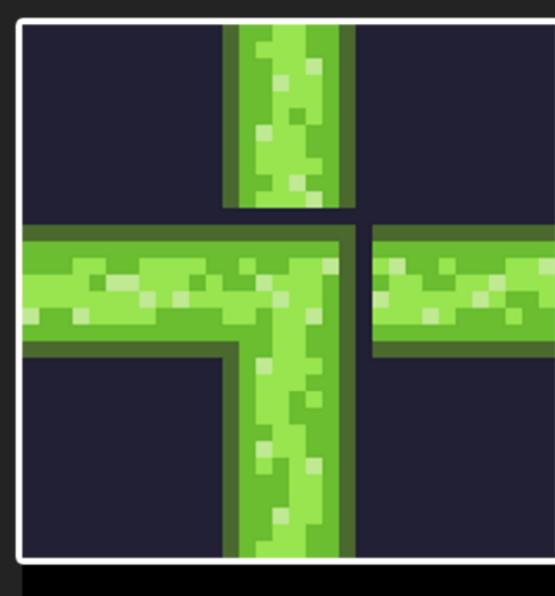
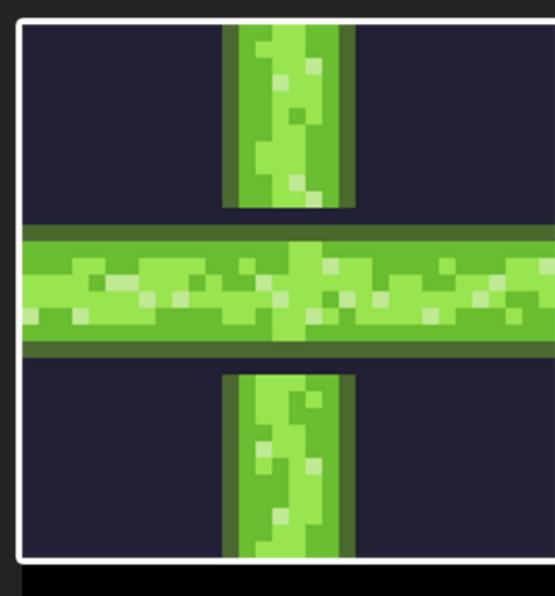
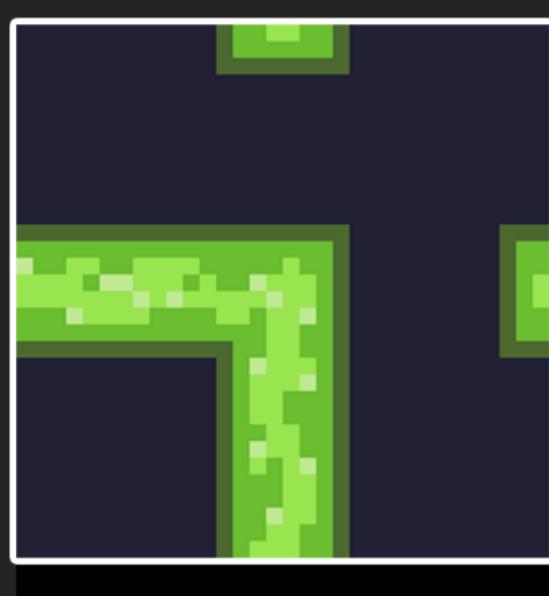
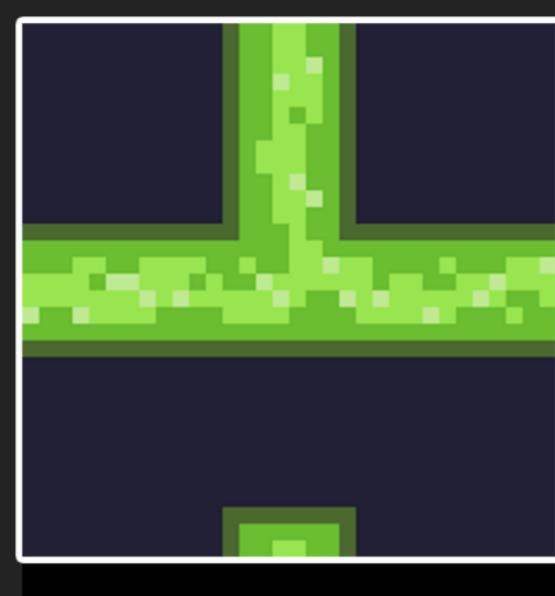
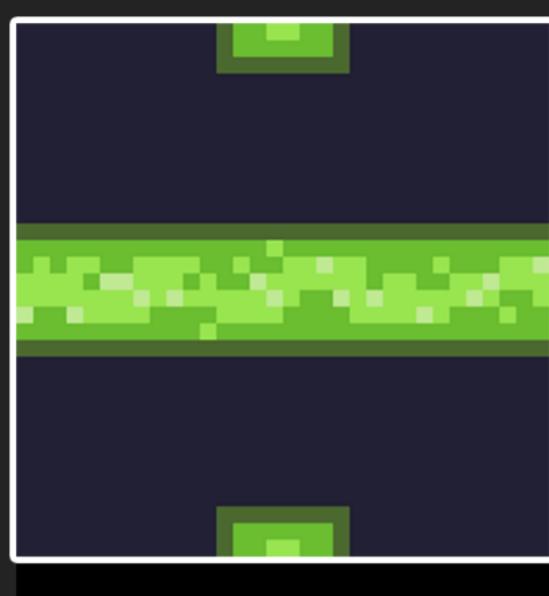
End Tile x6



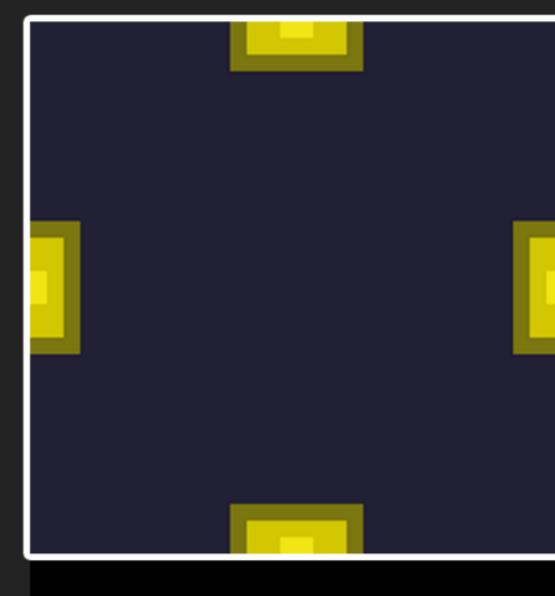
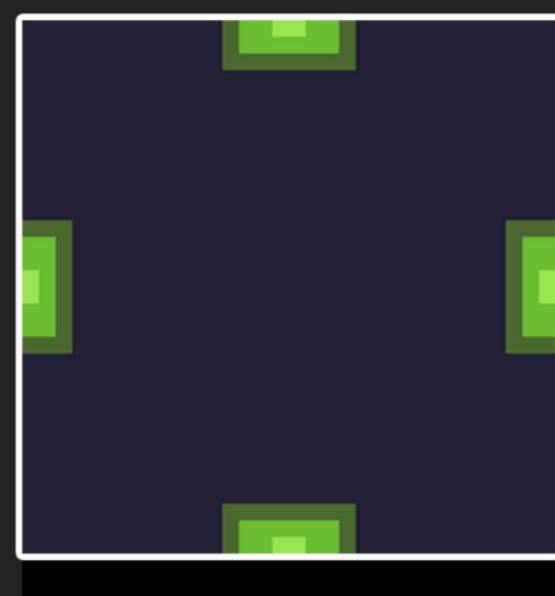
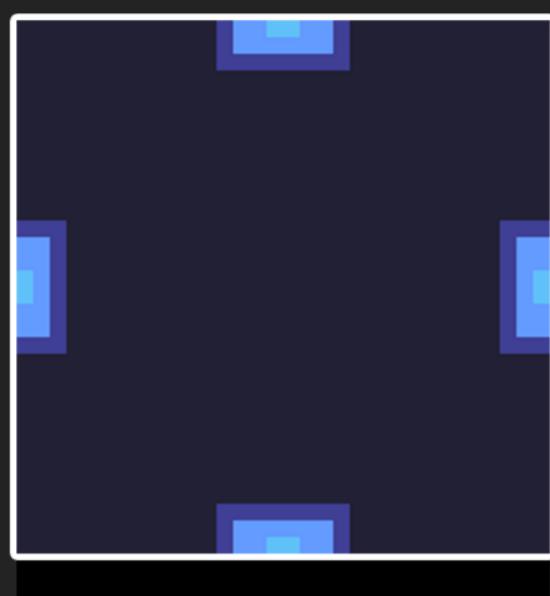
Road Tile x3 for each type:



Road Tile x3 for each type:

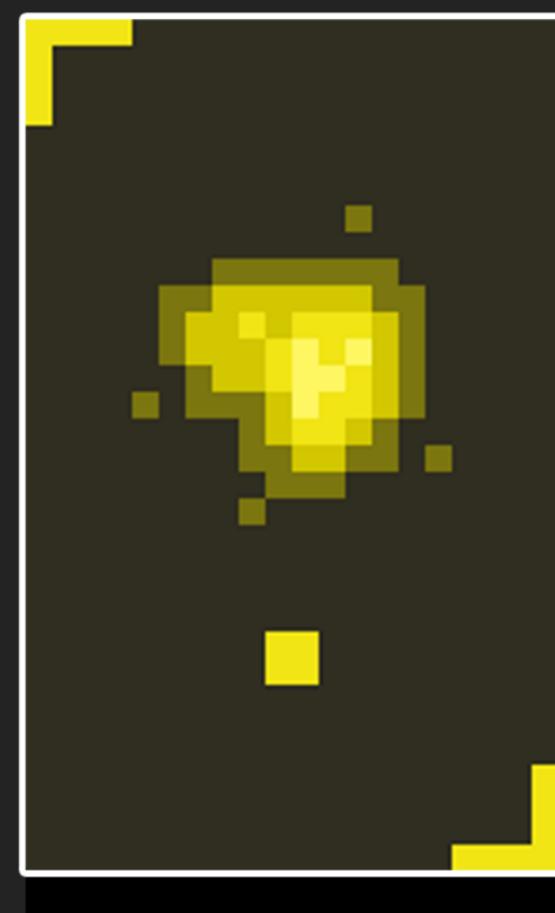
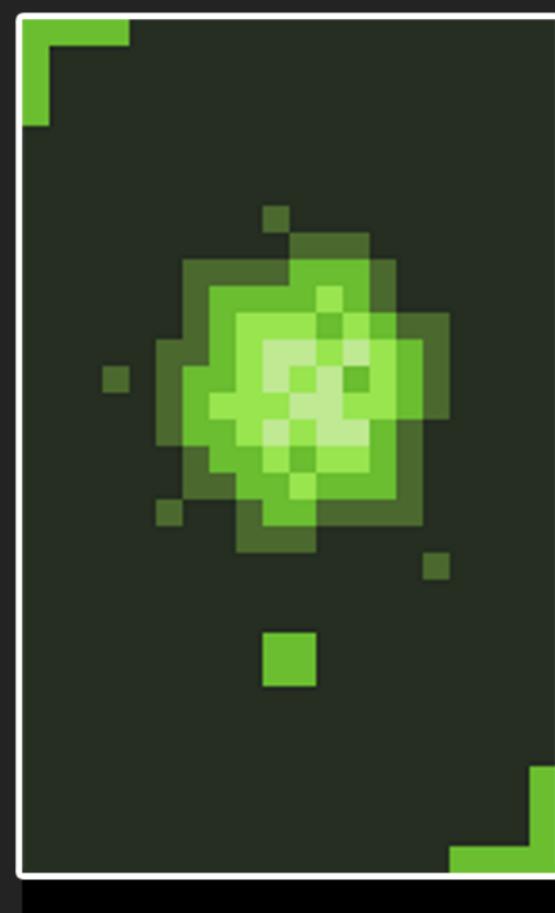
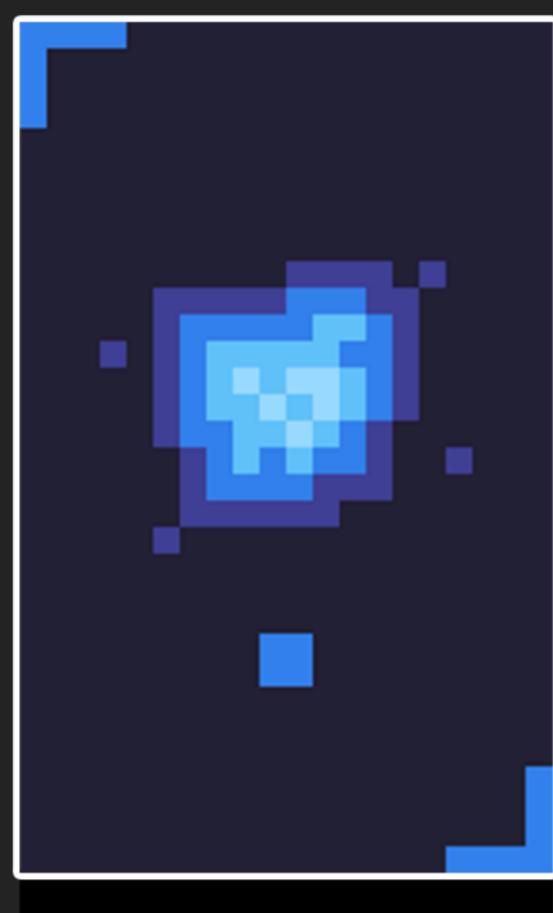


DeadEnd Tile x2 for each type:

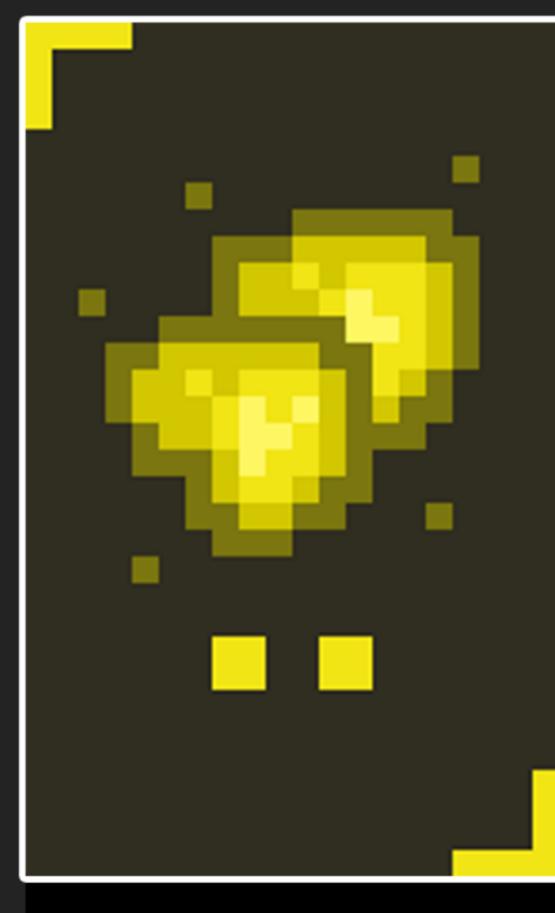
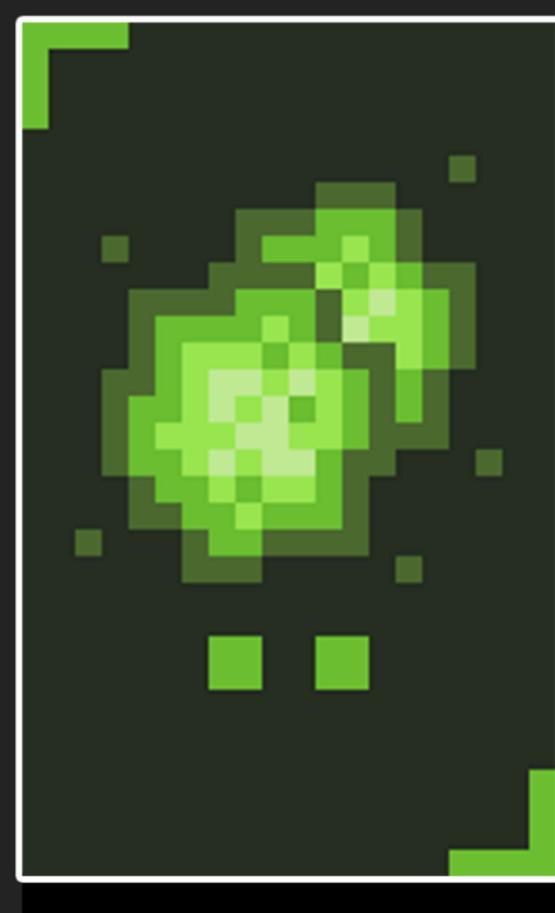


Resource Cards

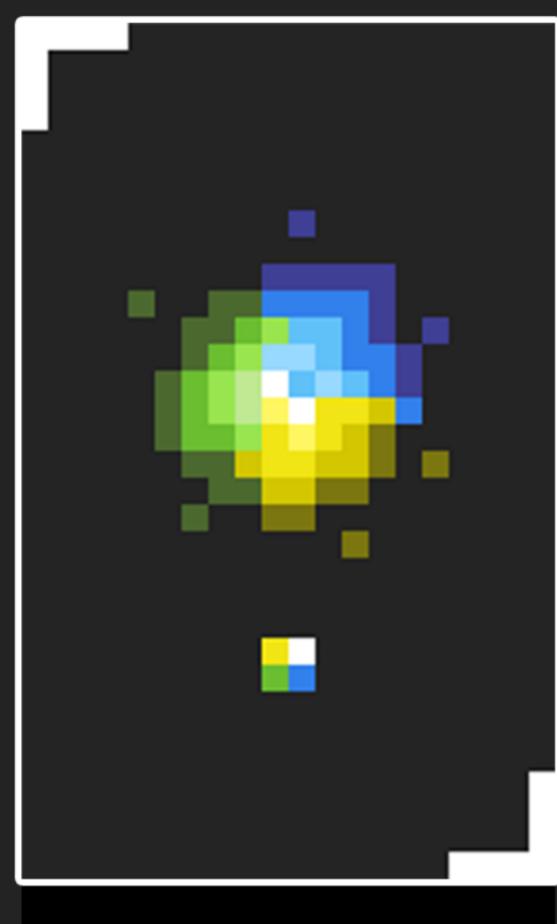
Basic Resource Card x15 for each type:



Double Resource Card x5 for each type:

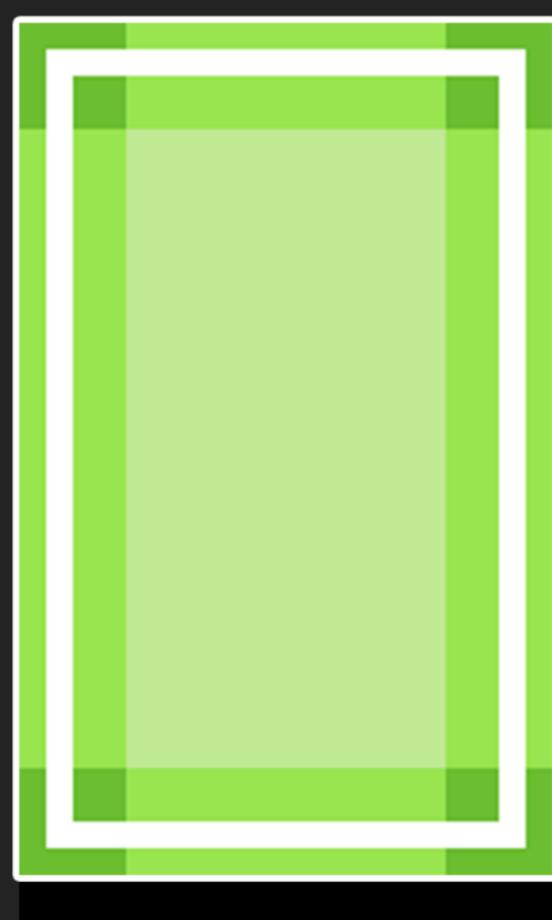
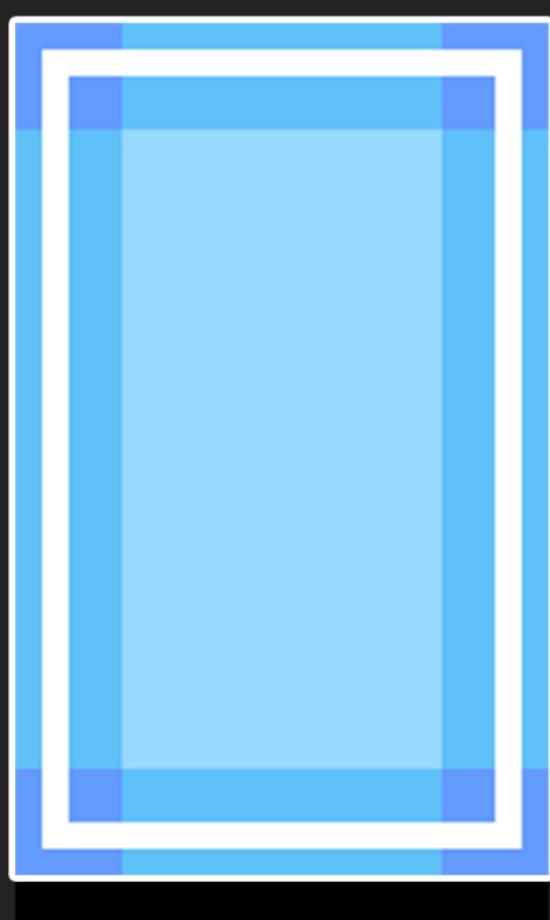


Wild Resource Card x6



ID Cards

ID Card x3 for each type:



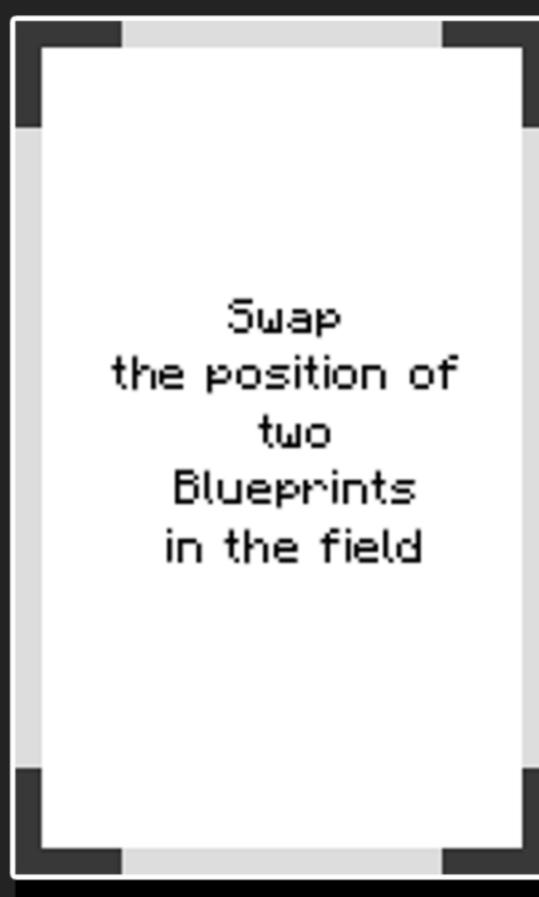
Event Cards



x3



x4



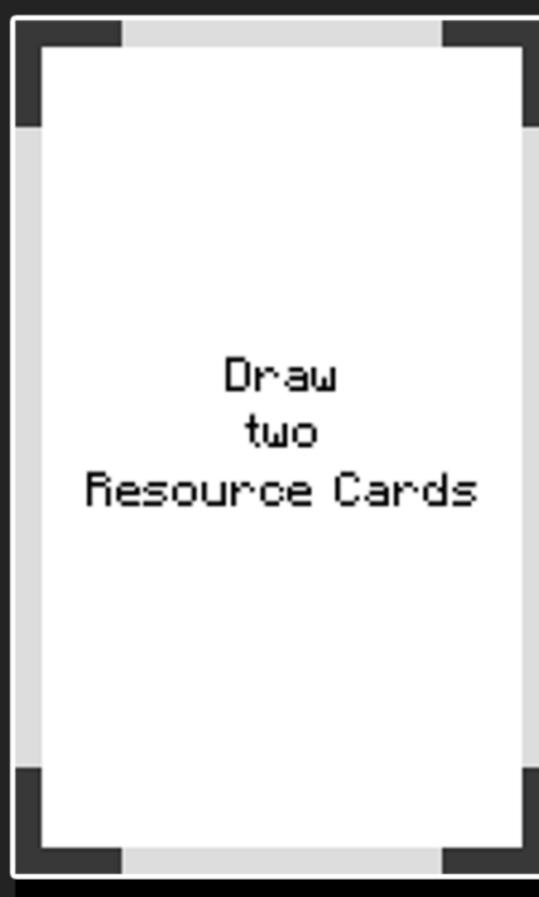
x4



x4



x2



x3