

TRYPTIC

Official and High Muckety-Muck Rules v1.2, as of Sep 12th, 2014

Game Pieces

Hexagon board consisting of sixty-one (61) hexes
One hundred fifty (150) glass tiles, thirty (30) each of five (5) colors

Players

Two to five.

Safety

Prolonged play of Tryptic is associated with elevated heart rates, blood pressure, and cortisol levels. In tournament-style play, it is suggested that referees periodically remove players to a quiet room where they can watch cat videos before returning.

Object

To form a specific number of patterns on the board matching the pattern in the player's hand, or (equivalently) to eliminate all other players.

Set-up

Each player privately draws chooses three tiles of any color, which they place in a pattern, such as green-blue-red, and then conceal (typically beneath a piece of paper or teacup). This is their pattern for the rest of the game. Tryptic game play does not distinguish between a pattern and its reversal: thus red-red-blue is the same as blue-red-red. It does distinguish between other permutations: white-yellow-green is *not* the same as white-green-yellow.

Each player begins the game needing five “points”, meaning that they need to make five copies of their pattern to win.

Basic Play

Players take turns placing one tile of any color on any open space on the board. On a player's turn, they may also challenge one other player, as described below.

If a player's pattern is formed on the board (by anyone), that player gains a point, though they do not need to announce this. Patterns can overlap, or even share two tiles. For instance, if a player has the pattern yellow-green-green, then the run yellow-green-green-yellow counts twice. A palindromic pattern, such as red-white-red, does *not* count twice just because it can be read in either direction.

If at any time a player has scored as many points as they need, and they announce this fact, they win the game (unless they are incorrect, in which case they are eliminated from play. Players do not need to announce how many points they have until they win, and do not need to acknowledge which tiles they have or have not played.

Challenges

On any player's turn, they may elect to challenge one other player. A challenge is an attempt to guess the pattern in that player's hand. Again, reversed guesses, such as green-red-white for white-green-red, are considered correct. If the guess is correct, the challenged player is removed from the game, and the challenger's gains two points (that is to say, they need to create two fewer of their own patterns before they win). If the guess is incorrect, the challenger's goal score *loses* a point, and the challenged player gains a point.

Website:

www.zemita.net

Complaints:

Direct to: trelevenfarm@gmail.com