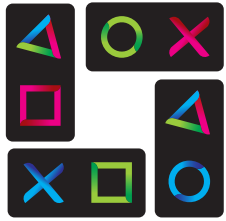


## 1. Setting up the game grid

### Basic game grid

You will need to set up the game grid before playing. There are a variety of game grids to choose from. **If you are new to Threepia, we recommend you to start with "The Square".**



**The Square**  
Randomly pick 4 cards from the deck and form them into a square with the shapes facing upward

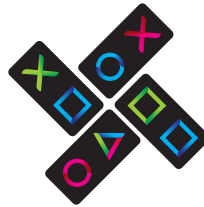
### Other game grids

Add to the fun by exploring the challenges of other game grids.

#### The Fridge



#### The Windmill



#### The Worm



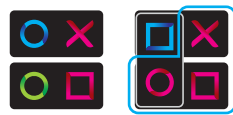
#### The "X"



#### The Snake



#### The "L" Box



Instead of forming a row, players score by forming an "L" with 3 matching shapes or colors

Visit [threepia.com](http://threepia.com) for more details

Threepia is both a solo and multiplayer puzzle game. The game supports up to a maximum of 6 players. There are several ways to play the game, depending on your gameplay, you may need pen and paper and a timer too.



Number of players: 1-6



Pen and paper for recording the score

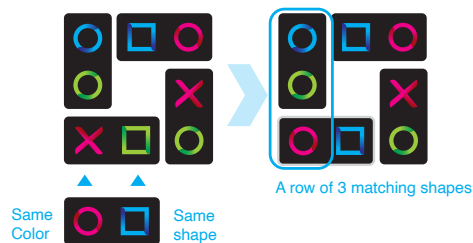
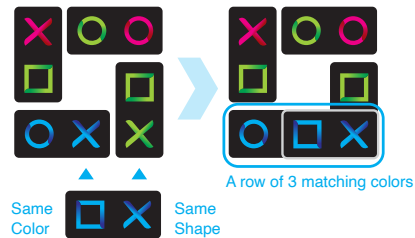


Timer if you are playing Clock or Time Challenge

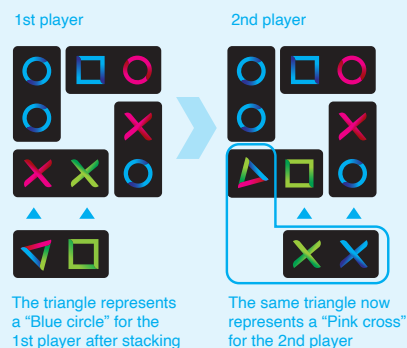
## 2. Game basics

- Each player gets 3 cards at the start.
- Players take turns to form a row of at least 3 matching shapes or colors by stacking 1 card from their hand onto the game grid.
- The shape or color on the player's card must match the shape or color on the game grid cards the player is stacking on.
- Players who do not have any stackable card will have to end their turn by drawing a card.
- Points are awarded for each row of 3 matching shapes or colors at the end of the player's turn.
- Points are also awarded when the player finishes all the cards in their hand. The player will also need to draw 3 more cards to continue playing.

Please refer to Section 3 for details on the scoring system



- Triangle is a special element in the game, players can stack any shape or color on top of a Triangle. It can represent any shapes and colors when it is on the game grid too.
- The same Triangle on the game grid can be used by different players to represent different shapes or colors during their respective turns.
- The Triangle can only represent 1 element (any shape in any color) in a single turn.
- For score-tracking purposes, the player must state the element (shape and color) the Triangle is representing when using it.



## 3. Scoring system

The scoring system is universal for all Threepia's gameplays and grids, unless indicated.

### Finishing all the cards in your hand

**3 points** are also awarded each time to a player who finishes all the cards in their hand. The player will also need to draw 3 more cards to continue playing.

### Forming a row of 3 or more

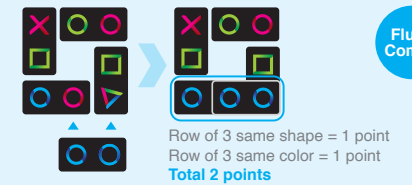
Calculation of the score is based on the simple principle of awarding 1 point to the player for forming a row of 3 matching shapes or colors.

On game grids where forming a row of 4 or more matching shapes or colors are possible, more points will be awarded.

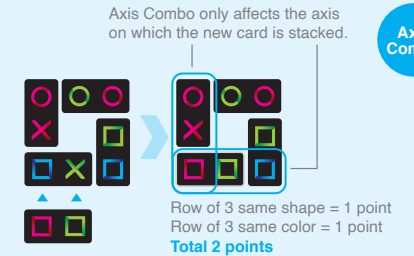
<b>1 point</b>	<b>3 matching shapes or colors in a row</b>
<b>2 points (1 + 1 point)</b>	<b>4 matching shapes or colors in a row</b>
<b>3 points (1 + 2 points)</b>	<b>5 matching shapes or colors in a row</b>
<b>4 points (1 + 3 points)</b>	<b>6 matching shapes or colors in a row</b>

### Combos

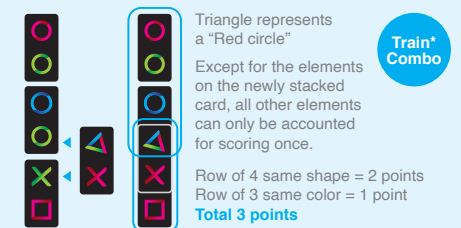
Form combo to score more points.



Flush Combo



Axis Combo



Train\* Combo

The Triangle can only represent 1 element in a single turn, this rule remains the same in a combo. For score-tracking purposes, the player must state the element (shape and color) the Triangle is representing when using it.

**Combine combos to get even more points! For example, an Axis with a Flush combo gives you 3 points!**

\*for some other game grid

## 4. Many ways to play

### Multiplayer (2 to 6 players)

**Score-challenge:** It can be 15, 20, or even 30 points, you set the end score, whoever hits the score first, wins!

**Turn-challenge:** Set the number of turns, whoever hits the highest score at the end of all the turns, wins!

**Deck-challenge:** When the deck finishes, 1 point will be deducted from the players' total score for each card they have in their hands. Whoever has the highest remaining score wins!

**Clock-challenge:** At the start of each turn, the players set a 30 seconds countdown using a timer (mobile phone or a sand-timer) and try to score as many points as possible within the set duration before moving onto the next player. When the deck finishes, the player with the highest score wins! Combine both Clock and Turn-challenge to have more fun!

### Time-challenge (highly recommended!):

Everyone gets their mobile phone timer ready! Each player is given a total of 3 mins for the entire game. Inspired by International Chess, respective players start their countdown at the start of their turn and pause the timer at the end of their turn, the countdown resumes when it comes around to the same player. The game ends for the player when their clock runs out, while others continue to finish the game with their remaining time. When the time runs out for everyone, the player with the highest score wins!

### Solo player

**Time-challenge:** Ready the timer, get set, go! Finish the deck and best your own timing!

**Casual play:** No timer, no score. You can play Threepia at your own pace. It's is very enjoyable and rather therapeutic for the mind.

For more ways to play Threepia, printable score-sheets, and game rules in other languages, please visit:

[threepia.com](http://threepia.com)

We welcome suggestions on new gameplay and grid too!