



3KSES®

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TRIKSES | 3 in 1 BOARDGAME

BY TOMÁŠ GRMAN



BOHEMIARIS



CHIP



POWERCHIP

CHIPSET



**TAMITADY
CHIPSET**



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GAME INSTRUCTIONS 3KSES

The name of the game is read as “TRIKSES” and connects the meaning of the words “TRICKS” and “THREE GAMES” in one word. The game contains 66 wooden CHIPS, with shaped cutouts in the sides. The shapes are a semicircle, a rectangle and a triangle. On the face side of the CHIPS are painted different pictures and on the back side an ornament.

The game contains 33 different miniature paintings of the world’s architectural jewels on 66 play CHIPS, therefore all images are in the game twice. 6 CHIPS placed together build a CHIPSET.

6 pieces from the whole set are POWERCHIPS, marked by cut-through signs on the edges.

POWERCHIP



Recommendation: choose any time measure to limit the time taken for each player’s turn, good practice is to count to ten, or to use a mobile time countdown. 10 seconds should be enough time for a player to decide what to do in one turn for all three games.

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GAME 1 | FIND a MATCH

Difficulty: 

Players: 2 - 6 or Solo



Set up: Shuffle, and build 11 CHIPSETS by placing all 66 CHIPS picture-side-down

Game mechanics: Players are looking for 2 CHIPS with pictures of the same object.

Winner: The winner is the player with the most CHIPS at the end of the game.

Start: The youngest player goes first, players take turns clockwise.

Game flow: The player turns any 3 CHIPS picture-side-up. The CHIPS must be turned over completely, so that all players can see them. The player makes a match if two of the CHIPS, which were turned over, show an identical object. When a match is made, the player takes both CHIPS and places them in front of themselves, then reads the description on the pair of CHIPS to the other players. Additionally, the player turns another CHIP, for every pair match they find. ...next page





GAME 1 | FIND a MATCH

... The player then turns all of the unmatched CHIPS back to picture-side-down, keeping them in the same place on the play board. The next player then has their turn, and the game continues until there are no CHIPS left on the play board.

Solo mode: The FIND A MATCH game is playable in SOLO mode. The player takes turns in the same way as with the multiple player game, until the whole play board is empty. This is great for memory training.



GAME 2 | JOINTS

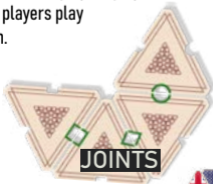
Difficulty: 



Players: 2 Players (or 4 or 6 players in two teams). In a game for 4 or 6 players, teams are built by giving each player a number - all even number players are in Team 1 and all odd number players are in Team 2. One of the players has the role of a MIXMAN, they shuffle and deal the CHIPS evenly between the players (making a BUFFER for each). Players can't tell advices or point to help other players, they can only use face mimics to show good move or bad.

Set up: 66 CHiPs are shuffled by the MIXMAN, and divided into a number of piles (BUFFERS), equal to the number of players, so each player has the same number of CHiPs and POWERCHiPs. In the game for 4 players, players no. 1 and 2 will get 17 CHiPs (inclusive 2 POWERCHiPs) each and players no. 3 and 4 will get 16 CHiPs (inclusive 1 POWERCHIP) each. Team 1 players play with their CHiPs picture-side-up, and team 2 players play with their CHiPs picture-side-down.

Players keep their BUFFER (pile of unplayed CHiPs) visible to other players, so the upper CHIP can always be clearly seen.





GAME 2 | JOINTS

Game mechanics:

CHIP edges can be put together to build a JOINT if they have the same shape cut-out.

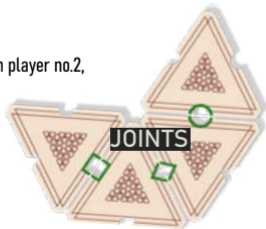
The shape cut-out on each edge of a CHIP is either a semicircle, rectangle or triangle.

Semicircle edges can build a JOINT with another semicircle edge, rectangle edges with another rectangle edge, and triangle edges with another triangle edge.

A POWERCHIP has an extra ability (power), when placing it, it can optionally make all neighbouring CHIPS rotate, to get them into the right position to build a JOINT or multiple JOINTs.

Start:

Player no.1 goes first, then player no.2, and so on...



GAME 2 | JOINTS

Difficulty:



Game flow: Player no.1 draws their first CHIP from the top of their BUFFER and places it into the center of the play board. If any of the players have a POWERCHIP on the top of their BUFFER, at the beginning of their turn, they can put it next to the BUFFER to use later, and play the next CHIP in the BUFFER instead.

The next player draws the first CHIP from the top of their BUFFER and places it next to other CHIPS on the play board, so that the cut-out shapes on the edges of the CHIPS match. Each pair of matching edges forms a JOINT. If the player builds 2 JOINTS during their turn, they can play another CHIP. If they build 3 JOINTS, they can play another 2 CHIPS. If a player does not have the CHIP for building a JOINT with the CHIPS on the play board, this player puts his CHIP on the bottom of their BUFFER and play passes to the next player.

Winner: The winner is the player who first emptied their BUFFER. With 2 teams, the winner is the first team to empty the BUFFERS of all members of the team.





GAME 3 | TAMITADY

Difficulty:



TAMITADY is an abstract strategy game, where each player has 7 turns to win a game. A game based on emotions.

The 3 main emotions are:

JOY (The symbol is a circle ●.),

SENSE (The symbol is a square ■.),

ANGER (The symbol is a triangle ▲.).

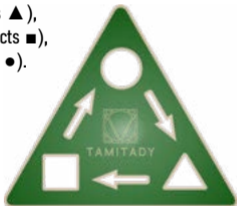
Emotions depend on each other, and one can affect another one.

JOY affects ANGER (● affects ▲),

ANGER affects SENSE (▲ affects ■),

SENSE affects JOY (■ affects ●).

The principles of affection are drawn in the Mini Rules.



Players: 2 Players (or 4 or 6 players in two teams). In a game for 4 or 6 players, teams are built by giving each player a number. All even number players are in Team 1 and all odd number players are in Team 2. One of the players has the role of a MIXMAN. They shuffle and deal the CHIPS.



GAME 3 | TAMITADY

Difficulty: 



Set up: 66 CHiPs are shuffled by the MIXMAN. Each player gets 1 CHiPSET TAMITADY, composed of 1 POWERCHiP and 6 random CHiPs. Team 1 players play with their CHiPs picture-side-up and team 2 players play with their CHiPs picture-side-down. The CHiPs in the CHiPSETS are always visible to all the players.

Game mechanics: CHiPs can be placed next to any other CHiPs on the play board. If the edge cut-out of the placed CHiP affects the edge cut-out of an adjacent CHiP (● affects ▲, ▲ affects ■, ■ affects ●), the CHiP will flip from picture-side-up to picture-side-down or vice versa. Any CHiP whose edge cut-out is not affected by the placed CHiP or is on the same side, will not flip. If any CHiP causes another CHiP to flip, the flipped CHiP can cause its neighbouring CHiPs to flip in sequence, if their edges are affected by the flipped CHiP's edge cut-out. Flipping continues on through the adjacent CHiP and then stops. The POWERCHiP has extra power. It has the ability to optionally rotate CHiPs it is placed next to, causing them to flip if the new edge is affected by the placed POWERCHiP.

The POWERCHiP also has this affect if it is flipped and therefore reactivated later in the game.





GAME 3 | TAMITADY

Start: Player no.1 goes first, then player no.2 and so on...

Game flow: Player no.1 draws a CHIP from their CHIPSET and places it into the center of the play board. The next player chooses one of their CHIPS and places it next to the CHIPS on the play board, to try to flip them. Every player has to place one CHIP every round, whether or not the CHIP affects any CHIPS on the board.

Play continues until all players have placed all of their CHIPS.

Every player has only 7 turns to win the game, so choosing a good strategy for when to play the POWERCHIP is very important!

Winner: The winner is the player or team whose CHIP side (picture-side-up, or picture-side-down) is most common on the play board at the end of the game.

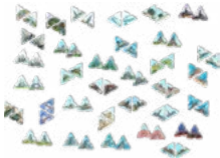


GAME BONUS | TRIKS

Difficulty: 

TRIKS - bonus game for first owners.

Players: 2 - 6 or Solo



Set up: Shuffle, and place all 66 CHIPS picture-side-up.

Principle: Players are looking for 3 CHIPS with the same ornaments. There are 6 ornaments of each kind.

Winner: The winner is the player with the most CHIPS at the end of the game.



Start: The youngest player goes first, players take turns clockwise.

Game flow: The player turns any 3 CHIPS picture-side-down, to see the Ornaments. The CHIPS must be turned over completely, so that all players can see them. The player makes a match if three of the CHIPS, which were turned over, show an identical ornament. When a match is made, the player takes the 3 CHIPS and places them in front of themselves. If not, then returns the CHIPS to original position picture-side-up and pass turn to next player. And so on until all CHIPS are removed from a table ...





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