

Trio vision

For 1 to 6 players aged 7 years and up

Far-sighted planning and constructing are important prerequisites for well-conceived actions, as is logical and abstract reasoning and the ability to solve arithmetical problems. “Trio vision” helps to practise and improve these skills, since players have to mentally alter the physical configuration of the pieces.

Contents

1 game board

60 cards

8 pieces

Aim of the game

All players simultaneously try to displace one piece on the game board so that any three pieces reflect the same constellation as shown on one of the set out cards. At the end of the game, the player with the most cards wins.

Preparations for play

Place the game board in the centre of the table. Shuffle the cards. Place 12 cards face up around the game board. The remaining cards are placed next to them as a pile. Place the eight pieces on the game board (see illustration).

How to play

All players regard the cards around the game board. They try to reproduce the constellation shown on any one of the cards by moving one piece to any unoccupied space. If a player believes that he is able to do it, he says “Stop!”. He takes the corresponding card and displaces one piece. All players verify if there are now three pieces that mirror the layout shown on the card. That being the case, he may keep the card and a new card from the draw pile is turned over. If he cannot fulfil the task, the piece is returned to its initial position.

It may happen that there are still cards in the face down pile, but it is not possible to win one of the face up cards. The first to notice this fact says “Dead end!”. All players verify if he is right. If so, the player who has noticed that there are no more possibilities may displace two pieces in order to win a card.

If he was wrong, the game continues normally.



End of the game

The game is over when the draw pile is used up. The player who has obtained the most cards wins the game.

Dashing variation (2 to 4 players)

Each player gets 10 cards and places them face up in front of him on the table so that everyone can see them. The remaining cards are placed on the table as a pile. The first to discard his 10 cards wins the game.

The rules of the basic game apply. In addition to their own cards, players can also fulfill the other players' cards by displacing one piece. If a player fulfills the card of another player, this card is put back into the box. As a punishment, the other player gets one of the successful player's face up cards and an additional card from the draw pile. He places these two cards next to his other cards. The game is over when there are no face up cards left to fulfill.

Trivision for one single player

If one player wants to play alone, he turns over any number of cards and tries to solve the problems as described above.

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