



TRIEME

Griffin Dean, GAT210S12-C, Apr 23, 2012
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Table of Contents

INTRODUCTION 2

COMPONENTS 2

 The Ships 2

SETUP 3

 Starting Ship Placement 3

THE OBJECT 3

THE PLAY 3

 Who Goes First? 3

 The Turn 3

 Maneuvering 4

 Forward 4

 Turning 5

 Reverse 5

 Special Cases Regarding Maneuvering 5

 Ramming 6

 Boarding 7

 Resolving Boarding Actions 7

 The End 7

CREDITS 8

INTRODUCTION

Trireme is an open field game for two players. It simulates ancient naval warfare between two fleets of Triremes. The Trireme, whose name literally translates to “Three Oars,” is an ancient Mediterranean war galley. In its prime the Greek city-state of Athens maintained a fleet of 300 such ships, each boasting crews of up to 200 men. Triremes were outfitted with a large bronze ram which was fixed to the prow of the ship. The ram was used to puncture the hulls of enemy vessels.

COMPONENTS

This box should contain the following components:

- Folding Game Board
- 16 Trireme Game Pieces (8 Green and 8 Orange);
- 2 Six-Sided Die

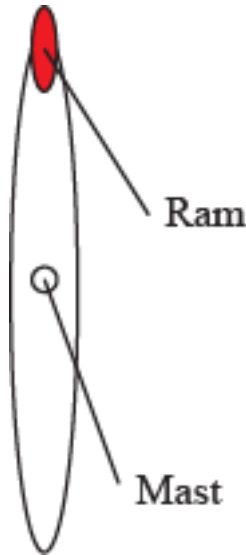
The Ships

Every ship game piece has the following features:

Bronze Prow Ram: Indicated by the red tip, this section represents the prow (front) of the ship.

- *A ship is always facing in the same direction as its Ram.*

Mast: Indicated by the vertical post extending from the top of the ship. The mast represents the center of the ship.



- *Your ship occupies the intersection directly under its mast.*
- *When turning your ship, always rotate it around its mast.*

SETUP

1. Unfold the board and place it between you and your opponent. (It does not matter which board edge is facing you.)
2. Give one die to your opponent and keep one for yourself.
3. Choose either the green or orange fleet. (The older player gets first choice.)

Starting Ship Placement

Starting with the player controlling the green fleet, and alternating between players, place your ships on the board. Rules regarding starting ship placement are as follows:

- *Place each of your ships on an unoccupied board intersection no more than two intersections away from your board edge.*
- *Each of your ships must have its ramming prow pointed directly toward your opponent's board edge.*

THE OBJECT

The goal of Trireme is to sink 6 of your opponent's 8 ships. The game ends the moment the goal is accomplished.

THE PLAY

Who Goes First?

The player controlling the green fleet goes first.

The Turn

Each turn you must make at least one maneuver with each of your ships (See. Maneuvering). Special cases such as ramming (See. Ramming) and boarding (See. Boarding) are resolved as they arise. Once you have maneuvered all of your ships, play passes to your opponent.

Maneuvering

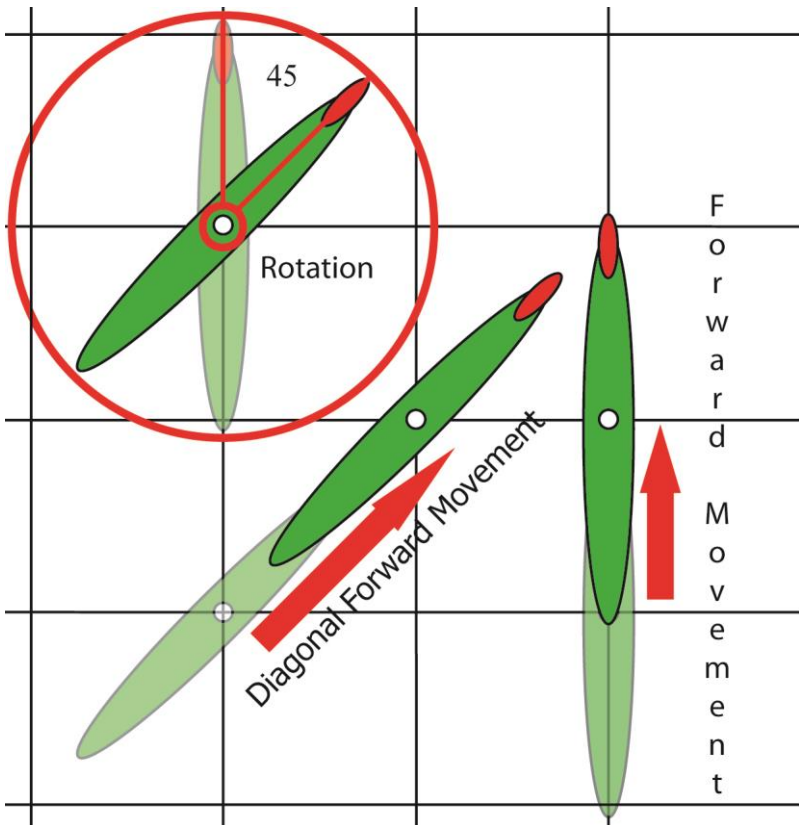
Every turn, each of your ships can make no more than two maneuvers. (*Maneuvers have limitations; familiarize yourself with these limitations before beginning play*). There are three types of maneuvers:

Forward

How to Move Forward: When moving forward, your ship moves *one intersection* in the direction it is currently facing (the direction the ramming prow is pointing).

Limitations:

- You may move your ship forward twice in one turn so long as you do not turn or move in reverse.
- If you intend to move forward, you must do so before turning.



Turning

How to Turn: To turn, rotate your ship in either direction 45 degrees from its current facing. When turning, your ship remains on its current intersection and rotates about its mast.

Limitations:

- After turning your ship, you cannot make any more maneuvers with that ship for the remainder of your current turn.
- You cannot rotate a ship that occupies the same intersection as another ship.

Reverse

How to Move in Reverse: When moving in reverse, your ship moves one intersection in the direction opposite its current facing.

Limitations:

- After moving your ship in reverse you cannot make any more maneuvers with that ship for the remainder of your current turn.

Special Cases Regarding Maneuvering

When moving your ships, you may encounter one or more of the following special scenarios:

- **Moving onto intersections occupied by other ships:** You may move your ship onto an intersection already occupied by another ship so long as the two are parallel. No more than two ships may occupy a single intersection. On your turn, if your ship shares its intersection with an enemy ship, you may choose to board it. (See. Boarding)
- **Moving through intersections occupied by other ships:** You may move your ship through a space occupied by another ship so long as the two are parallel.

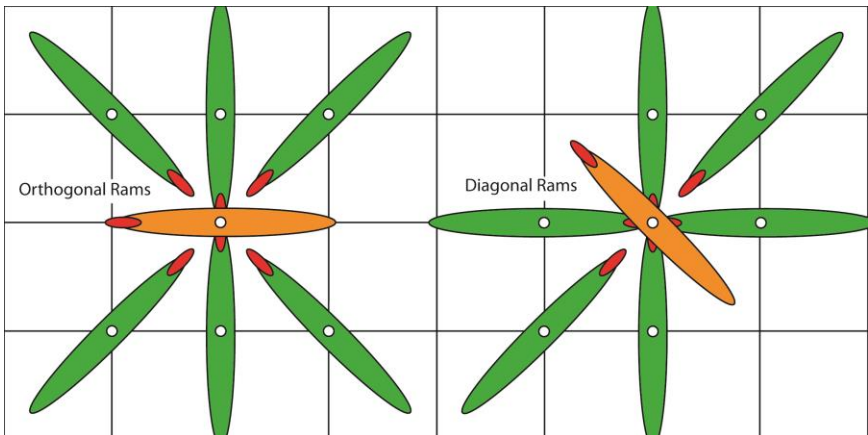
Ramming

You can eliminate enemy ships by ramming them. *Ramming is accomplished by maneuvering your ship so that your ram intersects the enemy's mast at either 90 or 45 degrees.* All legal ramming positions are demonstrated by the green ships in the diagram (Below).

A ship that has been rammed is immediately removed from the game.

When ramming, note the following:

- *Before ramming, your ship must travel at least one intersection forward (with or without turning).*
- *You cannot ram an enemy ship by turning alone. (You may still turn, if you choose to do so).*
- *You cannot ram an enemy ship by moving onto the intersection it occupies.*
- *After ramming an opponent your ship cannot maneuver until next turn.*
- *You cannot ram your own ships. (Any maneuver that would cause you to ram your own ship cannot be made).*
- *If two ships occupy the same intersection and you choose to ram one of them, you must always ram the ship closest to you. (You may not ram one ship through another.)*



Boarding

If you move your ship onto an intersection already occupied by an enemy ship, you may choose to board it. *Ships engaged in boarding actions cannot maneuver until the boarding action has been resolved.*

Resolving Boarding Actions

- Both you and your opponent roll a die.
- The player with the lower result removes his ship from the board.
 - If the result of the die roll was a tie, the boarding action remains unresolved. The tie will be rerolled at the end of your opponent's next turn.

Ships engaged in boarding actions can still be rammed. If a ship is rammed while engaged in a boarding action:

- *Remove it from the board.*
- *The boarding action is resolved.*

The End

You win when you eliminate 6 of your opponents 8 ships.

CREDITS

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