

TRIPLE TRIAD

FINAL FANTASY IX EXPANSION



ILLUSTRATED BY TOBIAS VYSERI

WHAT IS TRIPLE TRIAD?

Triple Triad is a card game that originated in the wildly popular 1999 video game Final Fantasy VIII. It was a digital card game that allowed players to collect, win, and trade cards with non-player characters within the game's universe. This version of the game is based on the following title, Final Fantasy IX, and features iconic characters and monsters from within its vast and creative world. The card game's unique mechanics captured the hearts of many players, who made it evident that the original set of 110 cards from Final Fantasy VIII was simply not enough! This set is fully compatible with the Final Fantasy VIII version of Triple Triad.

PLAYING THE GAME

The first thing you and your opponent decide is who's playing blue and who's playing red. Then you'll randomly determine who's going to take the first turn.

Afterwards, deal out five cards to each player and set out the 3x3 grid. Each turn a player places a card anywhere on the board. If a card is adjacent to another card it may flip the other card, this is explained in more detail on the following pages.

The game ends when the grid is full of cards, and the player with the most cards of their color (on board or in hand) is the winner.

ANATOMY OF A CARD

On each card there are 4 numbers in the upper-left hand corner, each representing a value from 1-10, 10 being represented by an "A". The numbers determine the 'power' of the card on different sides. The top number represents the power of the top of the card, the right the right side and so on. Each card also has a level in the lower left corner, the higher the level, the more powerful the card is overall.

Each card has a blue side and a red side, this is because while the cards start under the control of a certain player, they may change controllers during the game.

SIDE STRENGTH



CARD LEVEL

EXAMPLE OF PLAY

In the example below the red player went first, placing Freya on the board. The blue player then placed Kuja next to it. Since 8 is greater than 6, the blue player flips over the red player's Freya, making it blue.



DISTRIBUTING CARDS

In FFVIII players would usually select their five strongest cards to fight opponents with, or they would have cards chosen at random. In this version you have access to all the cards, which can make games of the only the most powerful cards repetitive, and games of random sets of cards very unbalanced.

I recommend setting out 12 random cards and having each player "draft" a hand, wherein they take turns selecting cards until they both players have five cards in their hands.

Another option is to pick a range of 1-3 levels and randomly distribute cards from that set to each player.

"SAME" VARIANT

If a card is placed next to two or more cards, and its numbers match those on the adjacent cards, then a "Same" occurs, and the cards are flipped.

By default the edges of the board don't factor into "Same" equations, however you can add the "Same Wall" variant which considers the edges of the board to be A rank for the purposes of "Same" calculations. This also works in conjunction with the "Combo" variant, which will be explained on the next few pages.

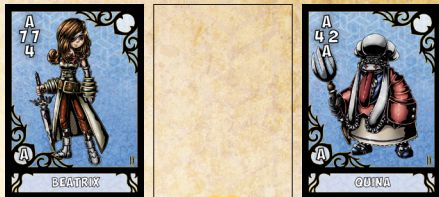


"PLUS" VARIANT

Similar to the "Same" variant, if a card is placed between two other cards, and the facing numbers of one side add up to the same sum as the facing numbers on the other side, the cards are flipped. See the example on the right side of the page.

"SUDDEN DEATH" VARIANT

If the game ends in a draw, a "Sudden Death" game will begin, wherein a new game is started, using the existing cards, but they start in the hand of the player who controlled them at the end of the game that ended in a draw.



Here $6 + 7 = 13$

Here $4 + 9 = 13$



"COMBO" VARIANT

Whenever a card is flipped because of a "Same" or "Plus", you recheck the values on the card that just flipped against those around it to see if it would flip another card (You don't apply "Same" or "Plus" for these cards)

See that in the final image to the right, the top-center card is not taken, because the card next to it does not have a high enough value.

STARTING BOARD

	9 99 9	1 11 2
		3 11 3
1 11 1		4 41 1

BLUE PLAYS

	9 99 9	1 11 2
		3 11 3
1 11 1	9 14 9	4 41 1

CARDS FLIP

	9 99 9	1 11 2
		3 11 3
1 11 1	9 14 9	4 41 1

COMBO RULE APPLIES

	9 99 9	1 11 2
		3 11 3
1 11 1	9 14 9	4 41 1

"ELEMENTAL" VARIANT

Some cards are considered "elemental" and have elements in their upper-right corner. Bomb, for example has the Fire element. There are eight elements in the game: Fire 🔥, Water 💧, Ice ❄️, Holy ✝️, Earth 🌱, Electric ⚡, Wind 🌀, and Poison ☠️.

When a card with an element is placed on a square with the corresponding element, each rank is considered one greater. When any card without an element or an elemental card is placed on a non-matching element, each rank is considered one less. For "Same", "Plus" and "Same Wall" Variants the cards original ranks are considered.

CARD ELEMENT



ELEMENTAL BOARDS

There are a few ways to set up an elemental board. For an experience true to FFVIII, there is an online randomizer that will automatically set up elemental boards using the exact probabilities that appeared in the game.

www.Vyseri.com/TripleTriadRandomizer.html

An offline option is available if you have a d20 and a d8. For each space on the board roll the d20, if it comes up 19-20, that space is elemental. Then for those spaces, roll the d8, assigning a specific element to each number. (ie. 1=Fire, 2=Water, 3=Ice , 4=Holy, 5=Earth , 6=Electric, 7=Wind, and 8=Poison.)



ELEMENTAL BOARDS

Another offline option is to use the Triple Triad cards themselves to help set up the board. Pull out the following cards: Sand Scorpion, Ramuh, Flan, Garuda, Malboro, Bomb, Sahagin, Alexander and 20 other cards that do not have an element.

Shuffle them up and deal them randomly on the board, if any of the named cards are dealt, that square is the same element as the named card, otherwise it's not elemental.





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