

THREE ARROWS

## How to Play



**Embark on a journey of strategic conquest, where skillful planning and tactical positioning decide the victor.**



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# Overview & Objective

**Outwit your adversaries by building up offensive or defensive positions and executing carefully planned attacks. With every move, your aim is to control the board and capture your opponent's pieces.**

Three Arrows can be played by 2, 3, or 4 players.

The object of the game is to capture more Arrow Pieces than your opponents over the course of the game.

\* For beginners, it's recommended to start with a short version of the game, where the first player to capture three pieces wins.

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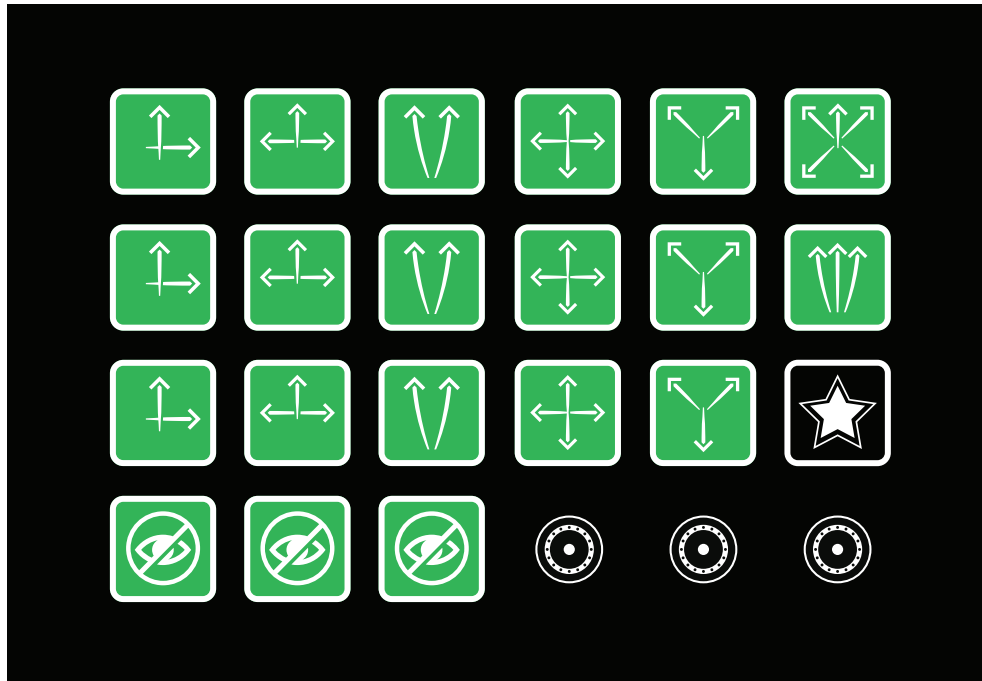


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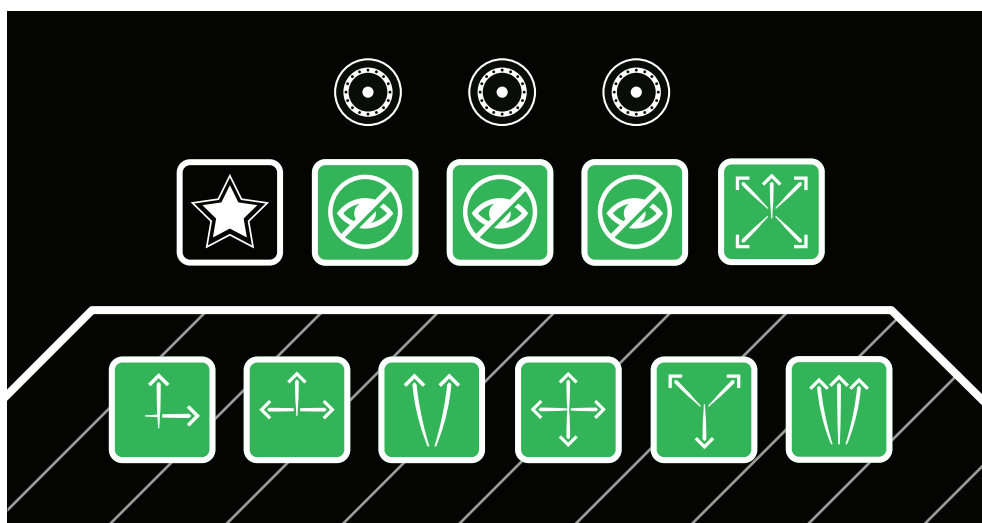
# Game Setup

Each player starts with 17 arrow pieces,  
3 cover pieces  3 shields  and 1 bonus piece 



Players conceal their regular Arrow Pieces from their opponents by placing them behind screens.

The 3 cover pieces  3 shields  bonus piece  and the Terminator piece  are not concealed and are placed where they are visible to all players.

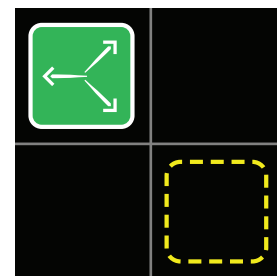


# Turns

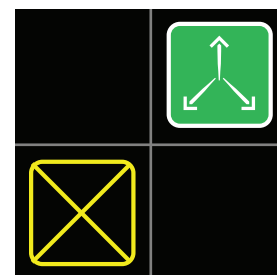
The starting player can be determined in any way you decide. Players then take turns in a clockwise direction around the board.

On their turn players must take one of the following three actions (described in detail later), if they are able.

## 1. Place a piece



## 2. Attack a piece



## 3. Remove a shield




Players can remove a cover from any of their covered pieces during their turn. This does not use a turn to complete.

*\* Refer to the 'Uncovering a piece' section for further information.*

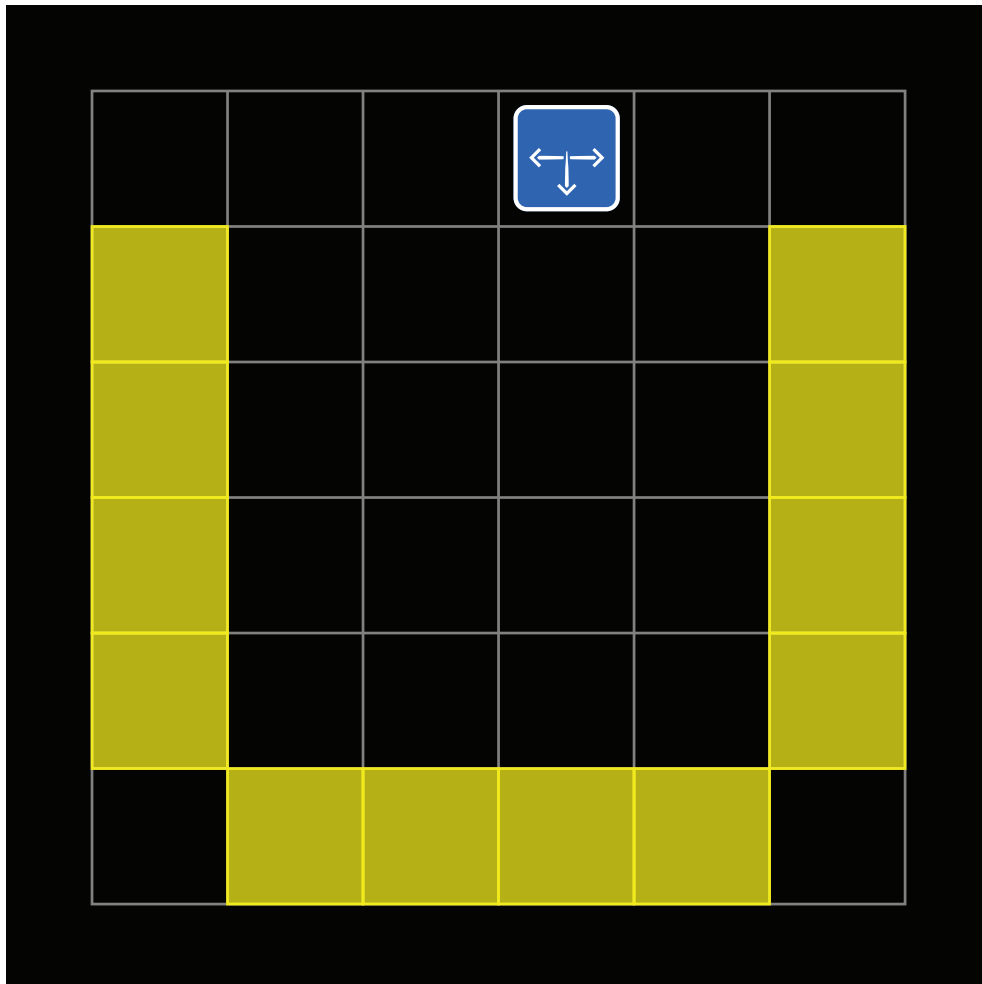


## Placing the first piece

Players can place their very first piece in any of the outside squares except the four corner squares. Also, players cannot place in an outside row where another player has already placed their piece.

NOTE: The Terminator Piece  cannot be played until certain conditions are met.

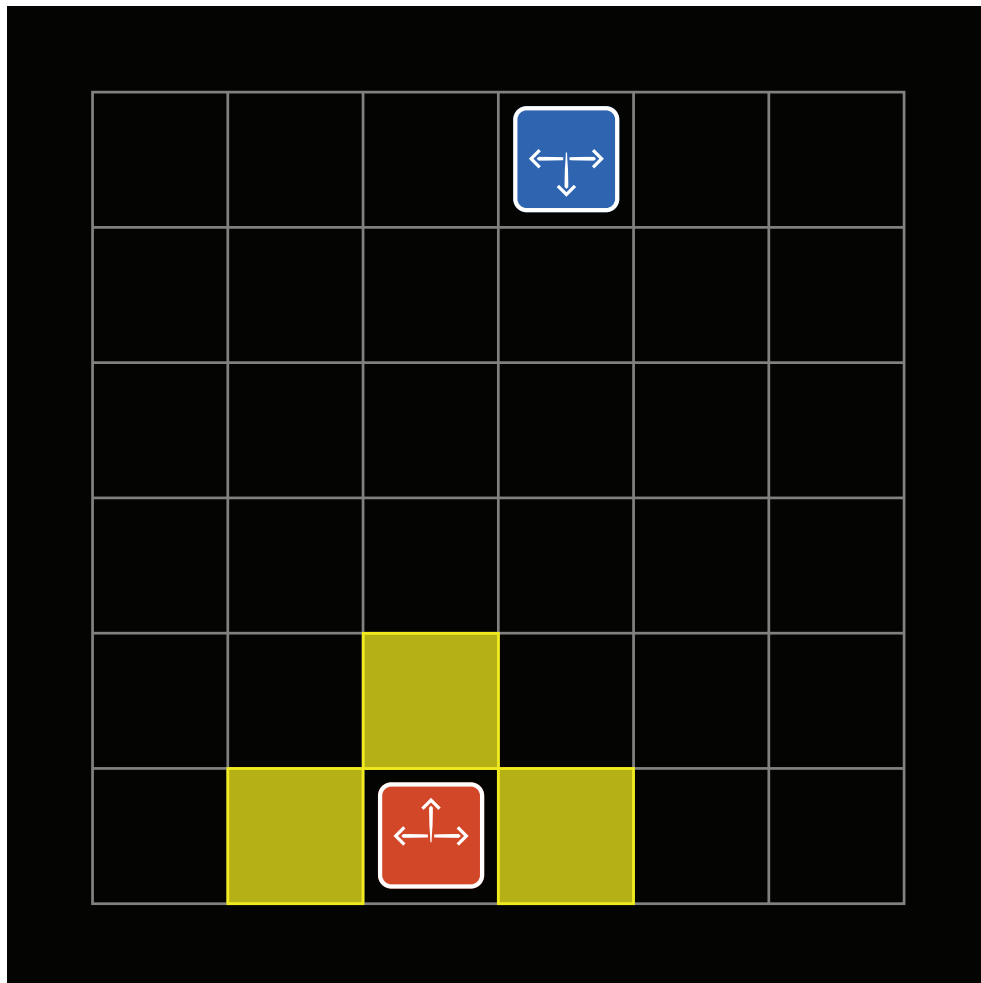
*\* Refer to 'The Terminator' section for details.*



*In this example, the blue player has already placed on the outer right row. The squares where the next player can place are highlighted.*

## Placing another piece

On subsequent turns, a player can place a piece in any square directly adjacent to an existing Arrow Piece, where this existing Arrow Piece has an arrow pointing to that square.

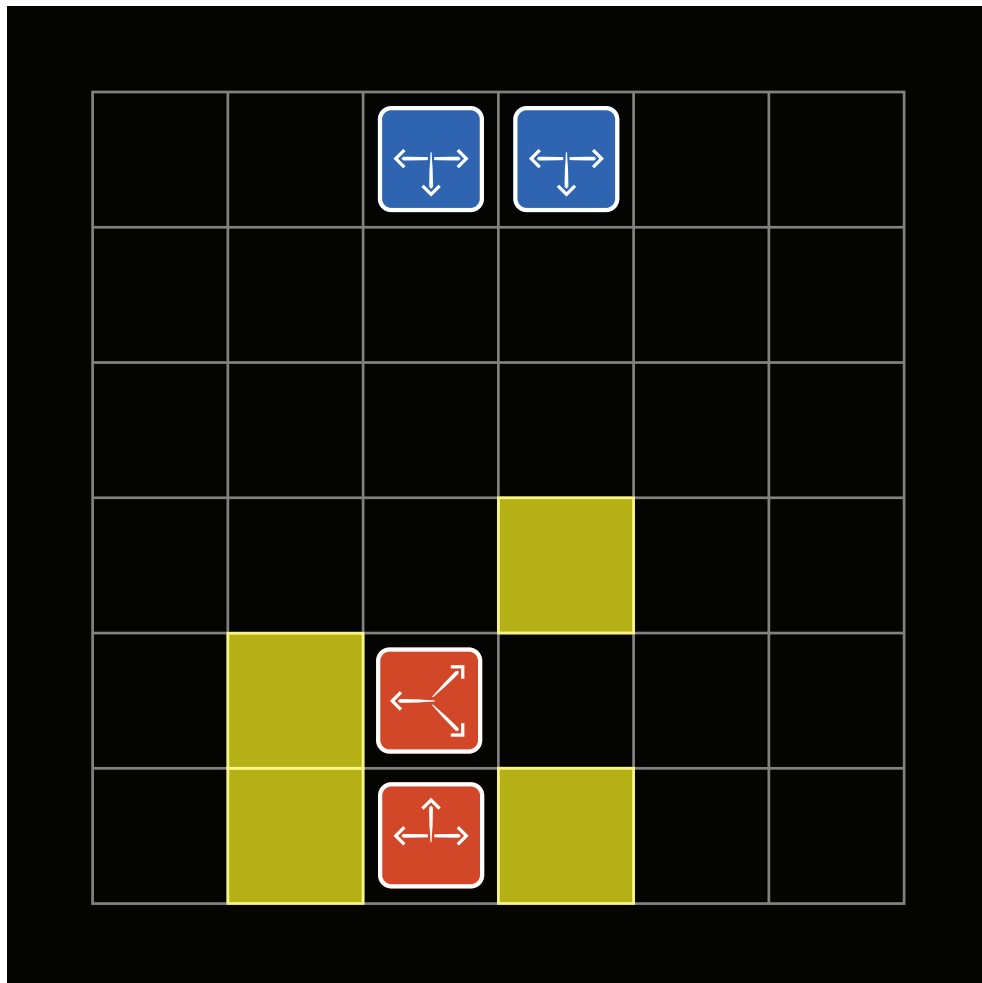


*The squares where the red player can place their next piece are highlighted.*



## Example of placing a piece

In this next example, the red player has 2 pieces on the board. Their next Arrow Piece can be placed in any adjacent square where either of their existing pieces have an arrow pointing.

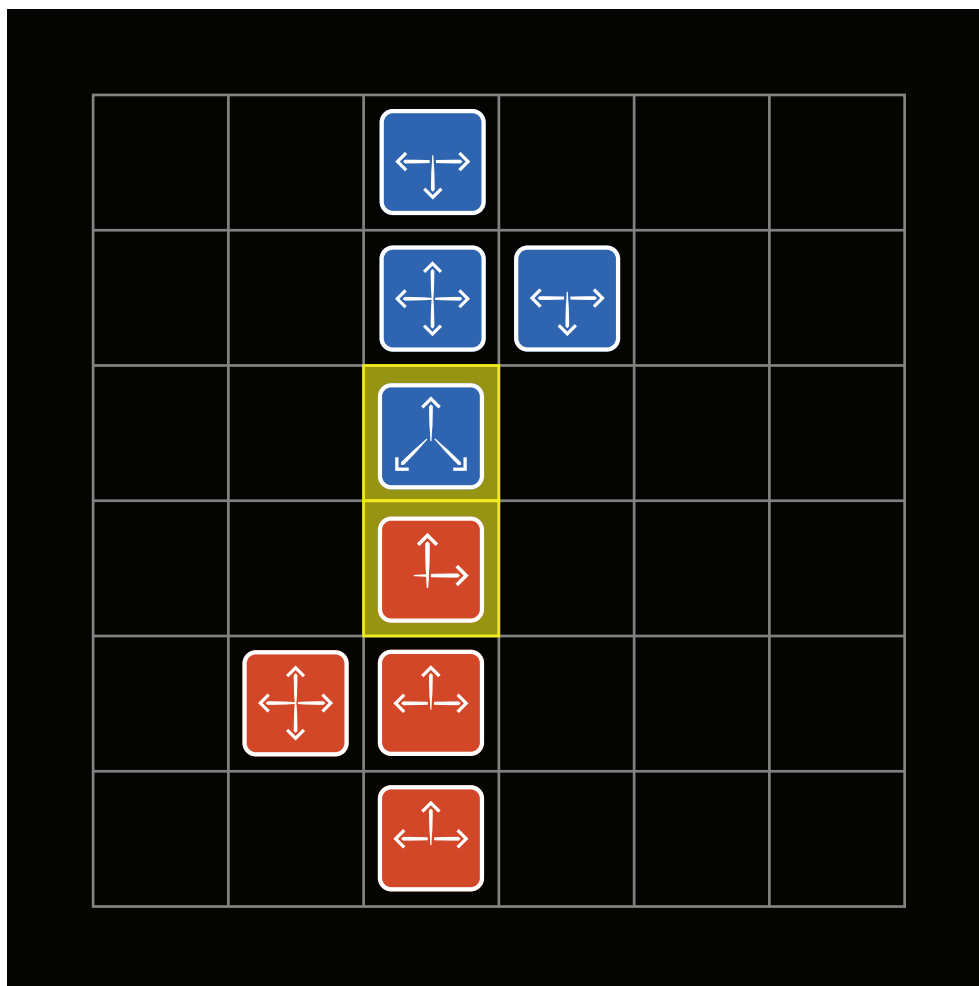


*The squares where the red player can place their next piece are highlighted.*

## Attacking a piece

When a player has a piece directly adjacent to an opposing player's piece, with an arrow from their piece pointing towards the opposing player's piece, they may choose to attack the piece.

On their turn the player announces their piece they are attacking from and the opponent's piece they are attacking.

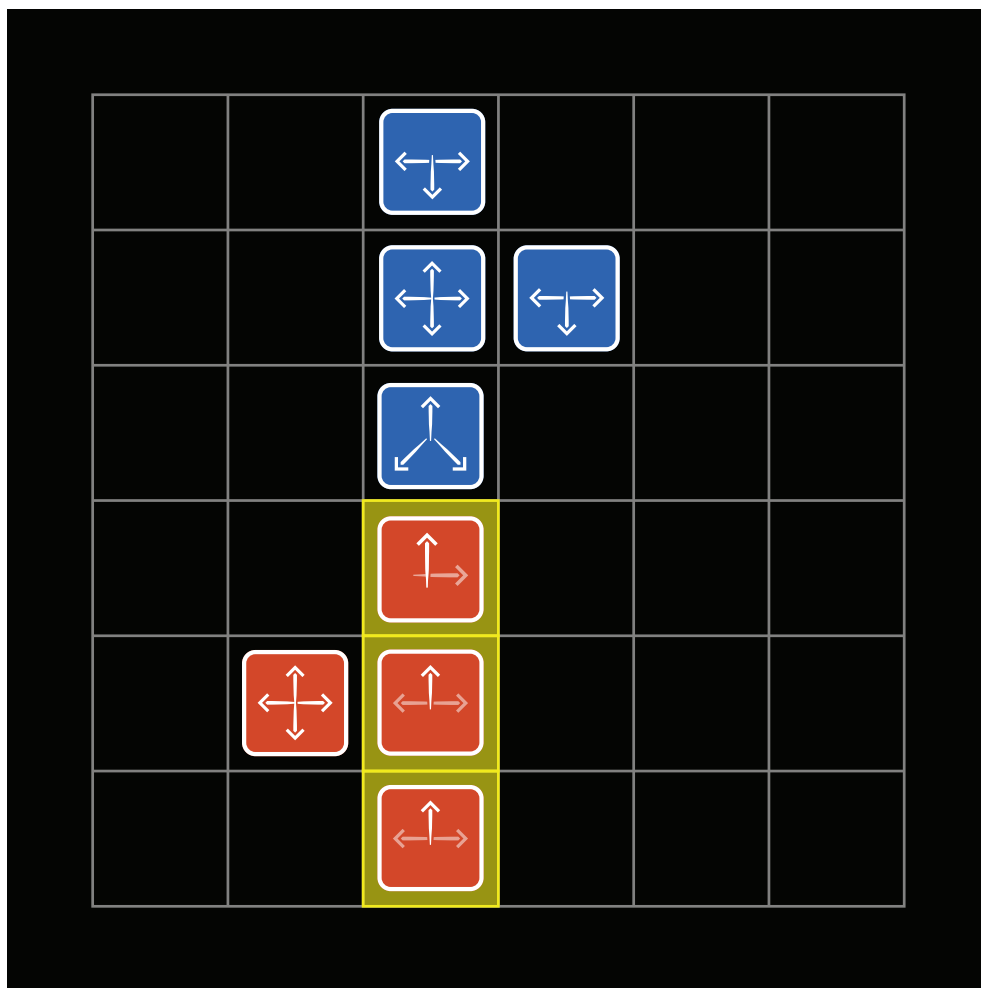


*The red player can attack the highlighted blue piece from their adjacent highlighted red piece.*

## The attack row

The attack row consists of a straight line of the attacking player's pieces with no gaps and no opposing pieces between them, leading up to and including the piece that the player is attacking from.

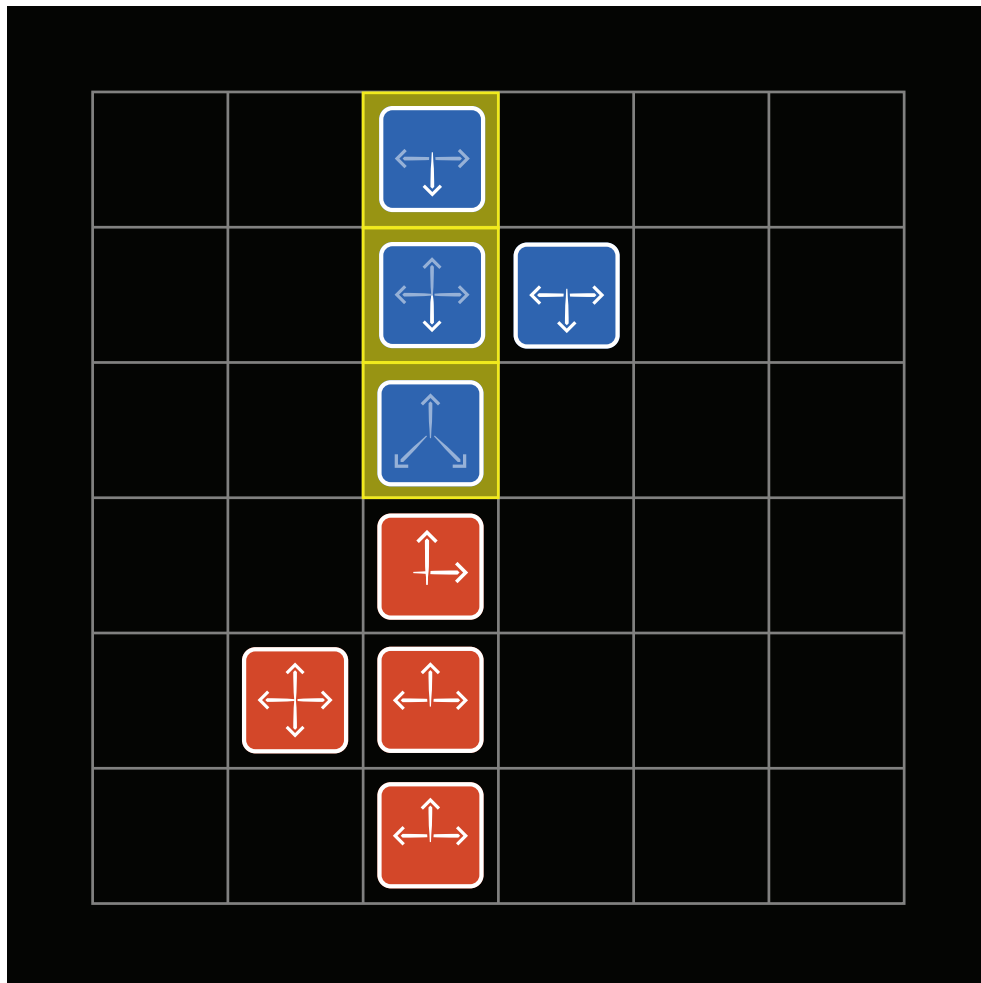
This row must be a continuous line of pieces and be aligned towards the piece the player is attacking.



*The attacking red players attack row is highlighted.*

## The defence row

The defence row is the continuous straight line of the defending players' pieces, with no gaps and no opposing pieces between, aligned towards the attack row.

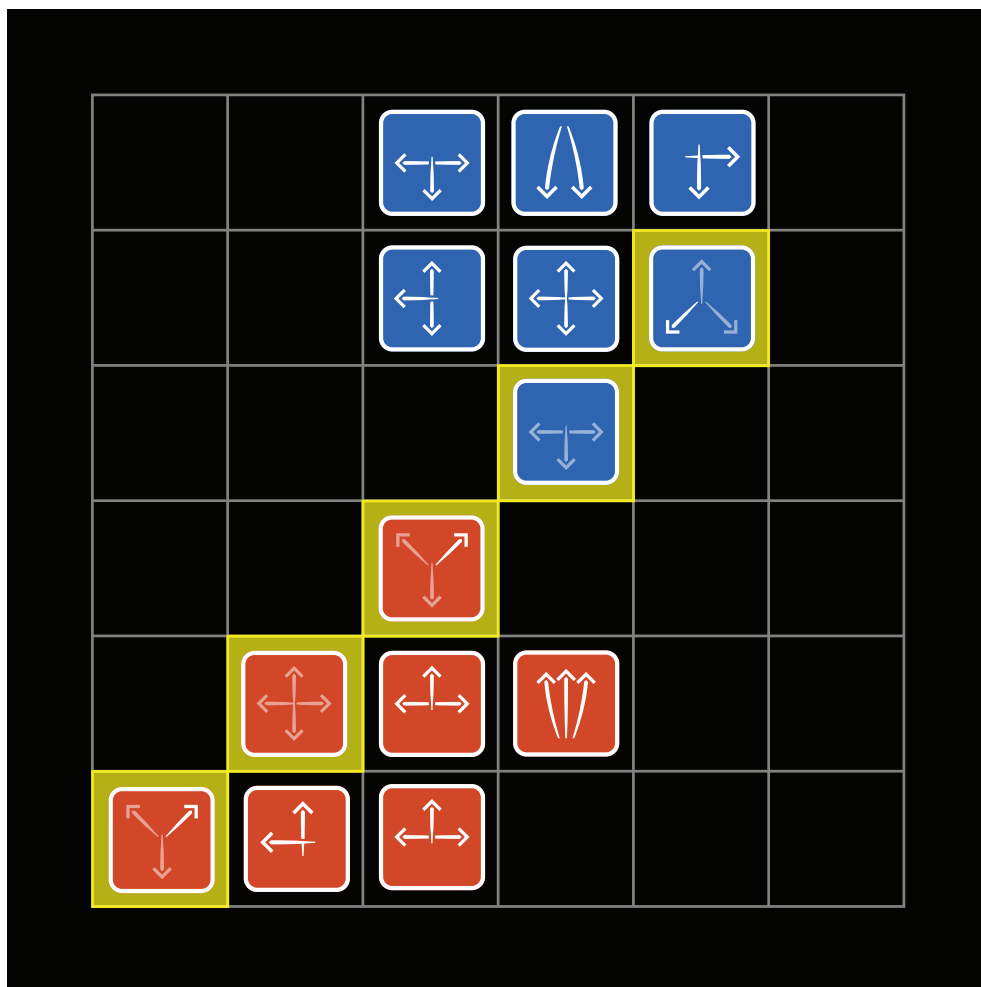


*In the following example the defending blue players' defence row is highlighted, aligned towards the attacking red players piece.*

## Diagonal attack & defence rows

When a player attacks on a diagonal from one of their Y-shaped pieces' diagonal arrows, the attack row is composed of the pieces aligned diagonally towards the piece they are attacking.

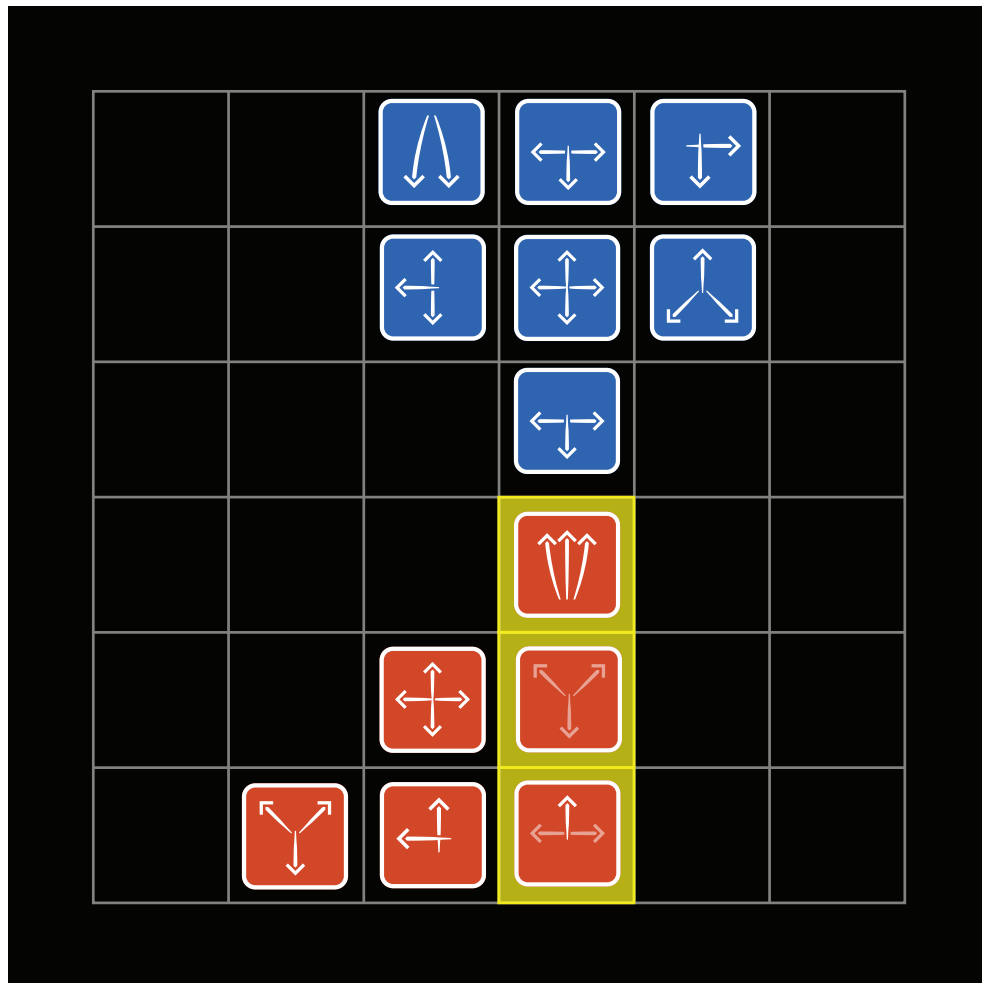
The defence row is composed of the defending player's pieces aligned diagonally in the opposite direction, forming a continuous line with no gaps and no opposing pieces between them, towards the attack row.



*This example shows the diagonal attack and defence rows highlighted, and an arrow showing the direction of the attack from the leading red Y piece attacking the blue T piece.*

## Attack strength

The initial attack strength is determined by adding up the number of uncovered arrows in the attack row that point towards the defending player's piece.



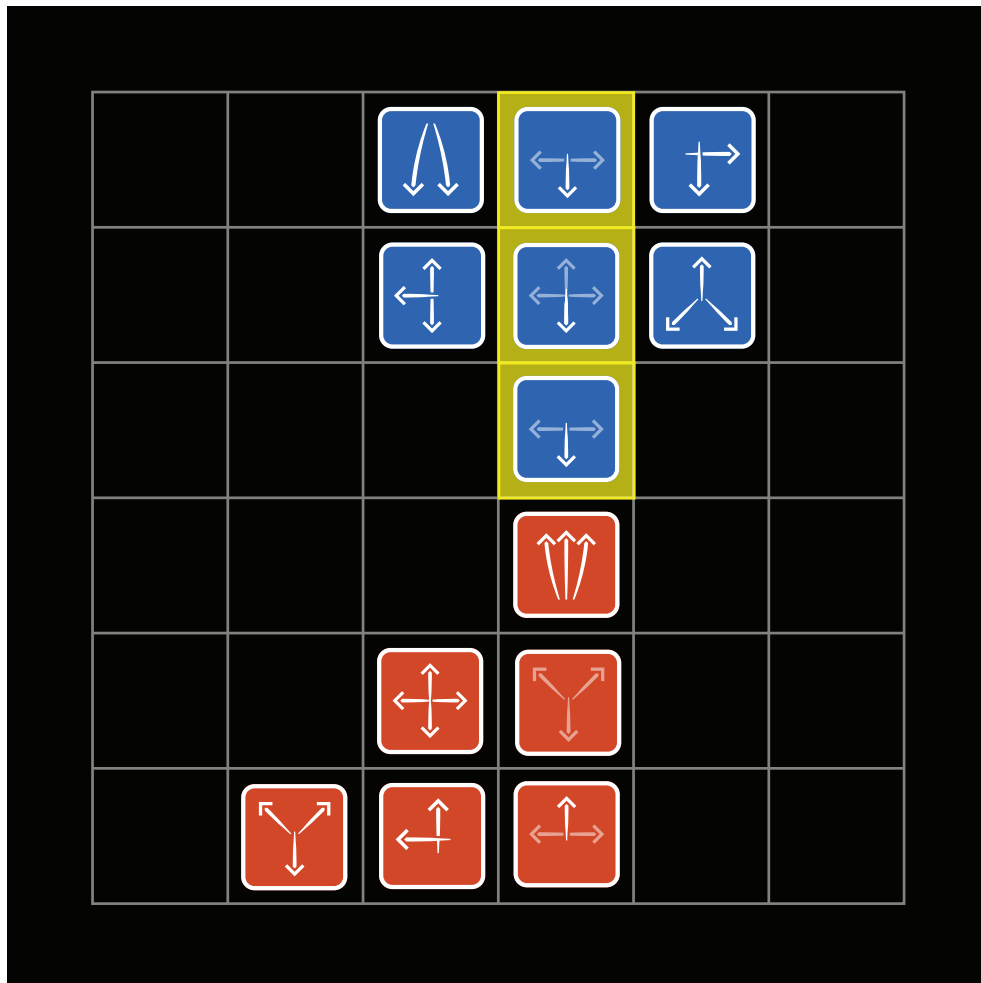
*The arrows in the highlighted attack row, that point towards the defending player's piece, are highlighted showing an initial attack strength of 4 arrows.*

The attacking player then rolls the dice and the result from the dice is applied to the initial attack strength to give the final attack strength.



## Defence strength

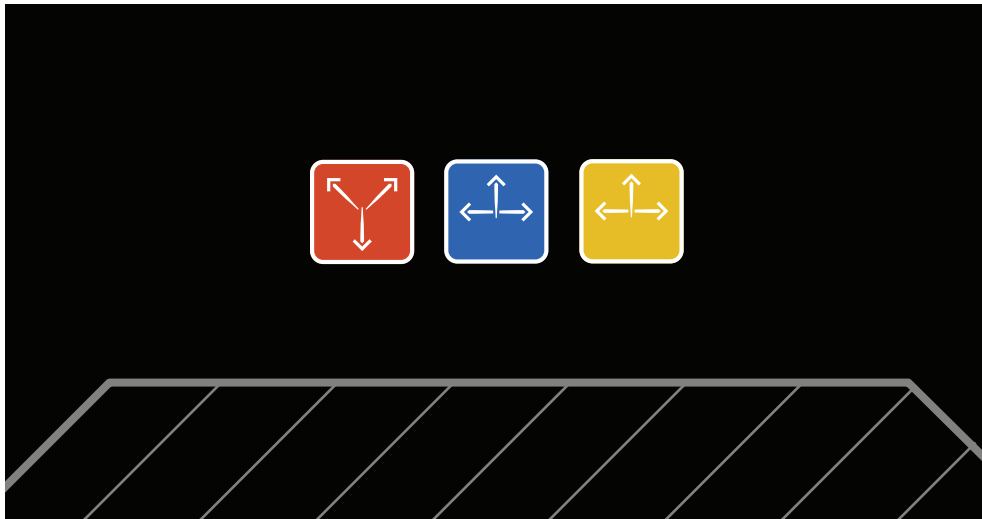
The defence strength is determined by adding up the number of uncovered arrows in the defence row, that point towards the attacking player's piece.



*In this example, the arrows in the highlighted defence row, that point towards the attacking player's piece are highlighted and equal 3.*

## Attack outcome

- > If the final attack strength is greater than the defence strength the attacker captures the defending player's piece.
- > If the defence strength is greater than the final attack strength the defender captures the attacking player's piece.
- > If the final attack strength and the defence strength are equal, the attack is a draw and neither player captures a piece.

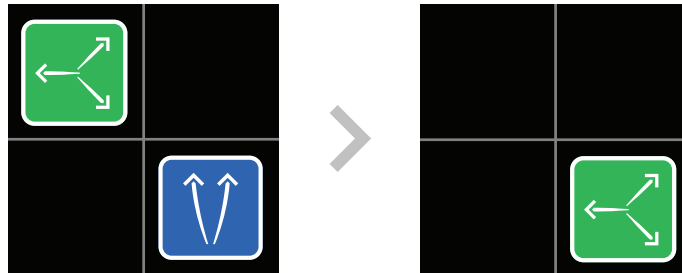


*Captured pieces are placed in front of the capturing players privacy screen so they are visible to other players.*

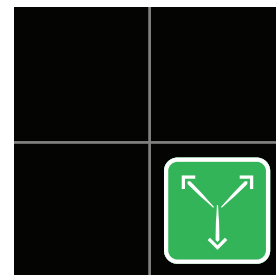


## Moving a piece

If the attacking player wins an attack, they may choose to move their piece into the square that held the captured piece.




They may also rotate their piece to face in any direction they wish in this new location.

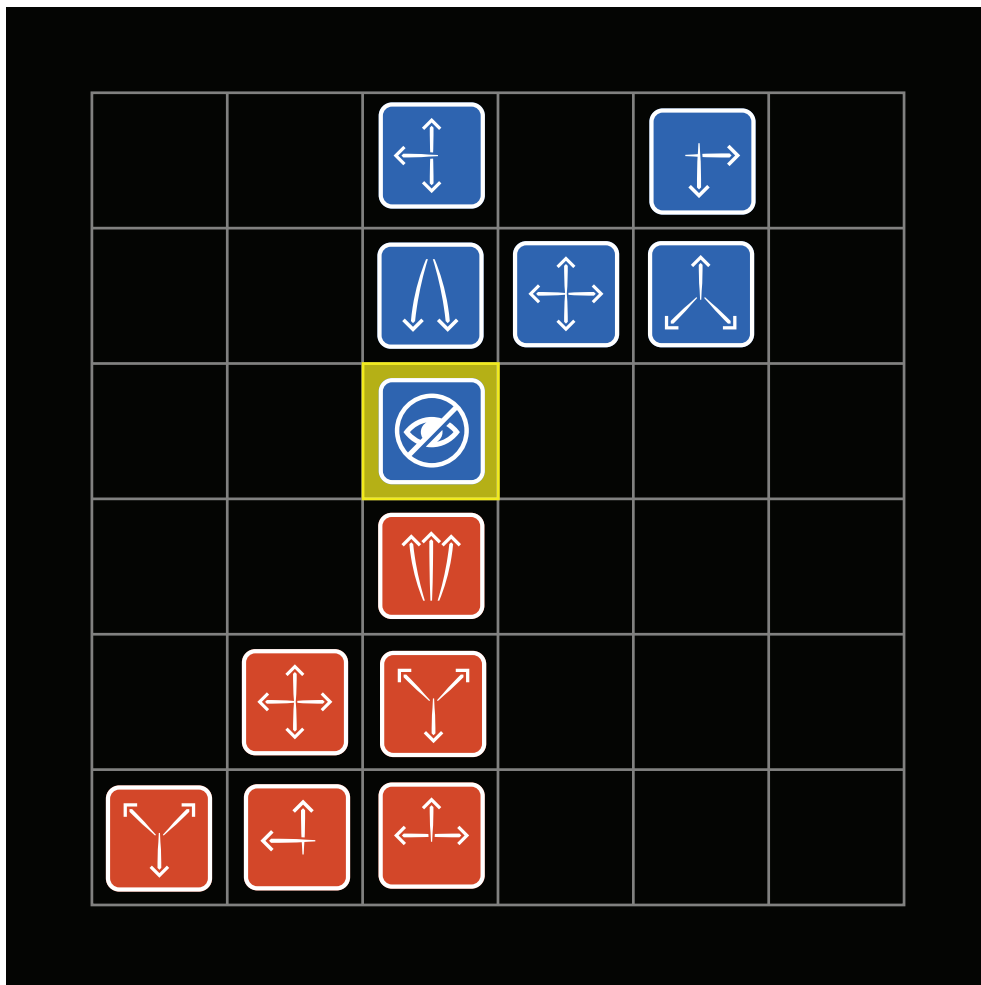


If they choose NOT to move the piece, the piece remains where it is and it may NOT be rotated.

\*Defending players cannot move or rotate their piece if they win.

## Covering a piece

Players can choose to cover a piece when they first place the piece on the board. Each player begins the game with 3 cover pieces . When a piece is covered, the opposing players will not know which piece is placed on square, or which direction it faces.



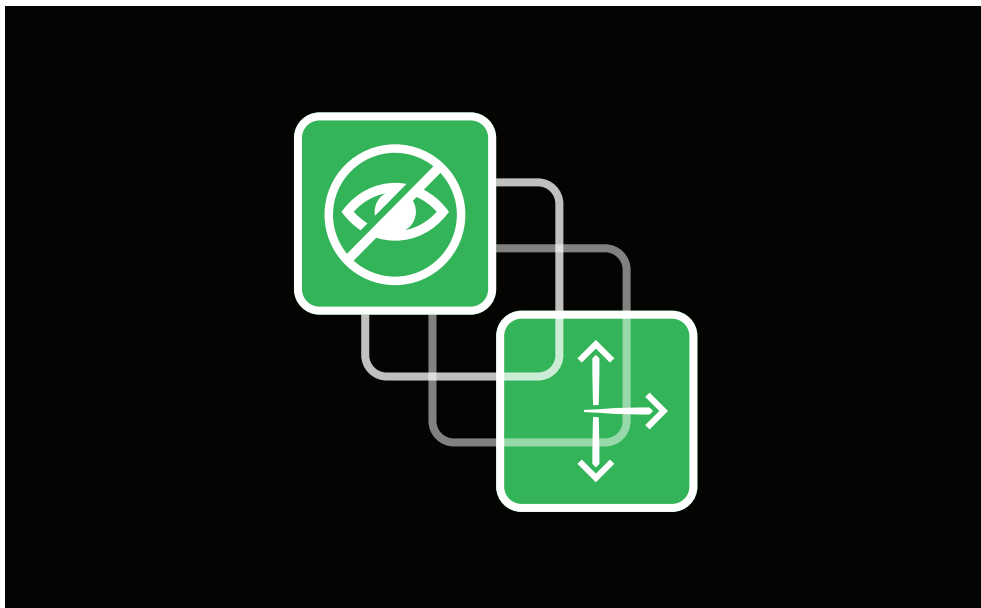
*The blue player has placed a covered piece on the board. The red player can still attack the covered piece, but will not know the defence strength of the covered piece.*

## Uncovering a piece

A player may optionally uncover one or more of their covered pieces during their turn. This does not use a turn/action. The removed cover is discarded and cannot be reused in the game.

If an attacking player wishes to include the arrows from covered pieces in their attack row, they must remove the cover from these pieces BEFORE they announce their intention to attack.

A defending player is given the option to uncover any covered pieces in their defence row BEFORE the dice is rolled.



*\* If a piece is left covered the arrows underneath are not counted in the defence or attack strength. A player cannot attack from or place new arrow pieces from a covered piece - they must reveal it to use the arrows.*

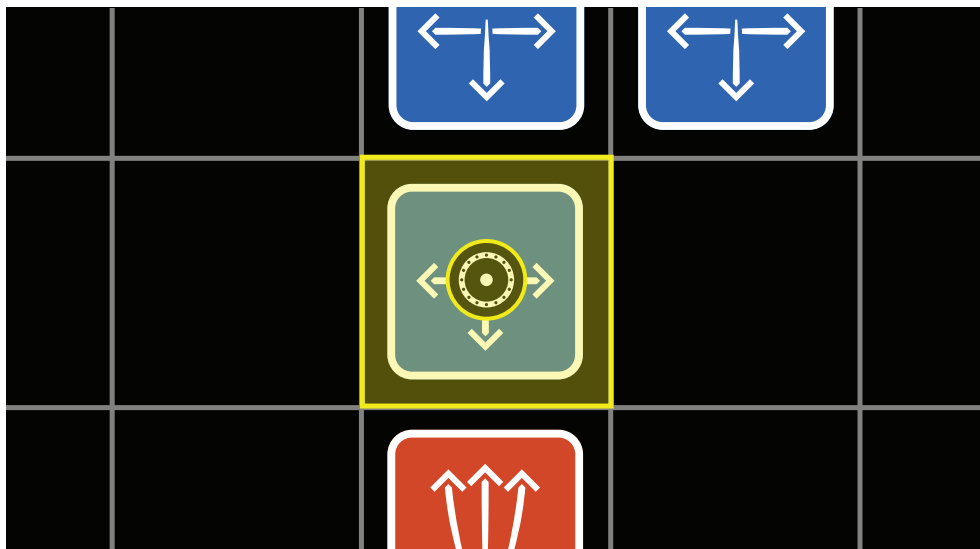
# Shields

A piece can have a shield placed on top of it when it is first placed on the board. When a piece is shielded, opposing players must remove the shield before the piece can be attacked and captured.

A shield can only be removed by an opposing player if they have an uncovered piece directly adjacent to the shielded piece, with an arrow pointing towards it.

Removing a shield uses a turn/action, so placing a shield on the piece helps protect it. When a shield is removed, it is discarded and cannot be reused.

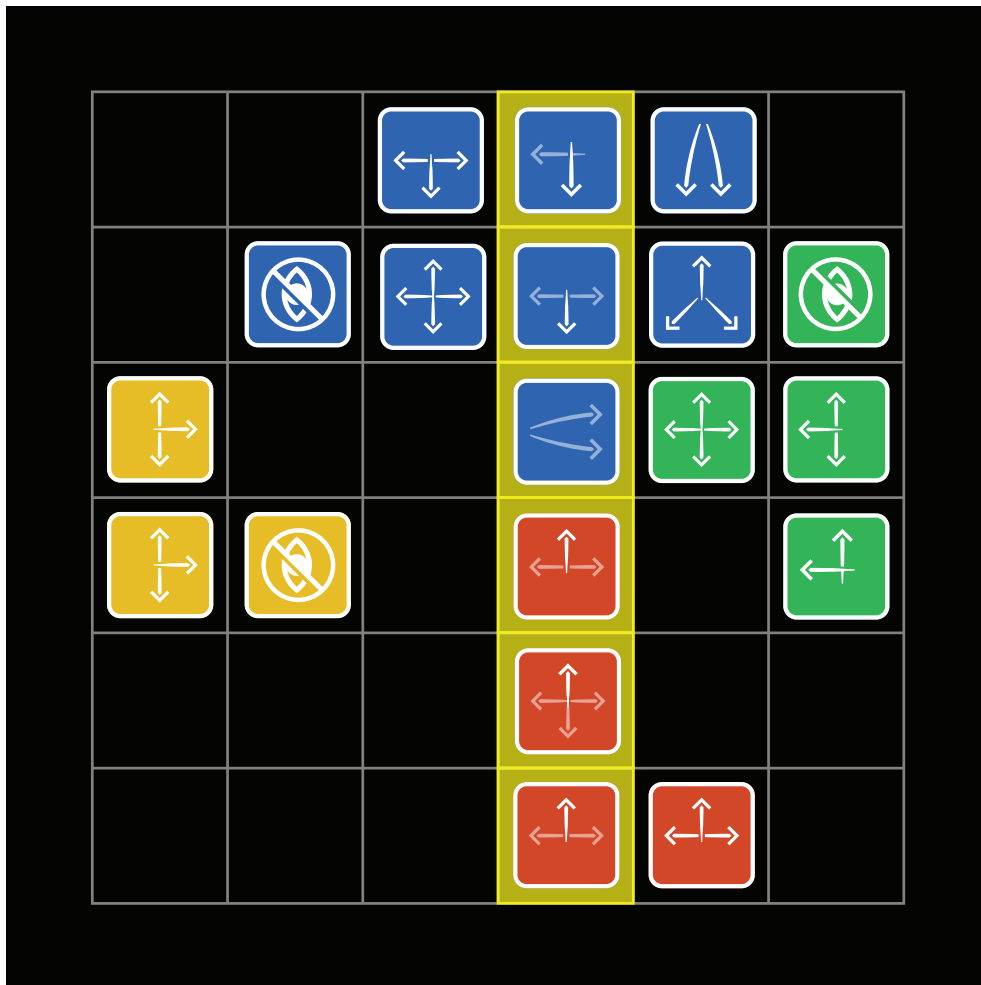
If a player attacks using a piece that has a shield on it, and loses the attack, their shield is also lost and is discarded (it is not given to the winning player).



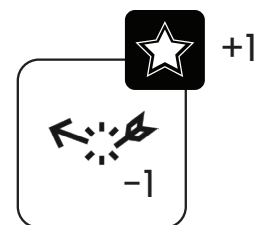
*In the example shown, the blue player has a shield on one of their pieces. The red player would need to use a turn to remove this shield before they can attempt to capture the shielded piece.*

## Collecting bonus pieces: attacker

Attacking players receive a bonus piece each time they roll the broken arrow (-1) on the dice as part of the attack AND they fail to capture the piece.



*In this example the attacking red player receives a bonus piece after attacking, rolling -1 on the dice, and failing to capture the piece.*

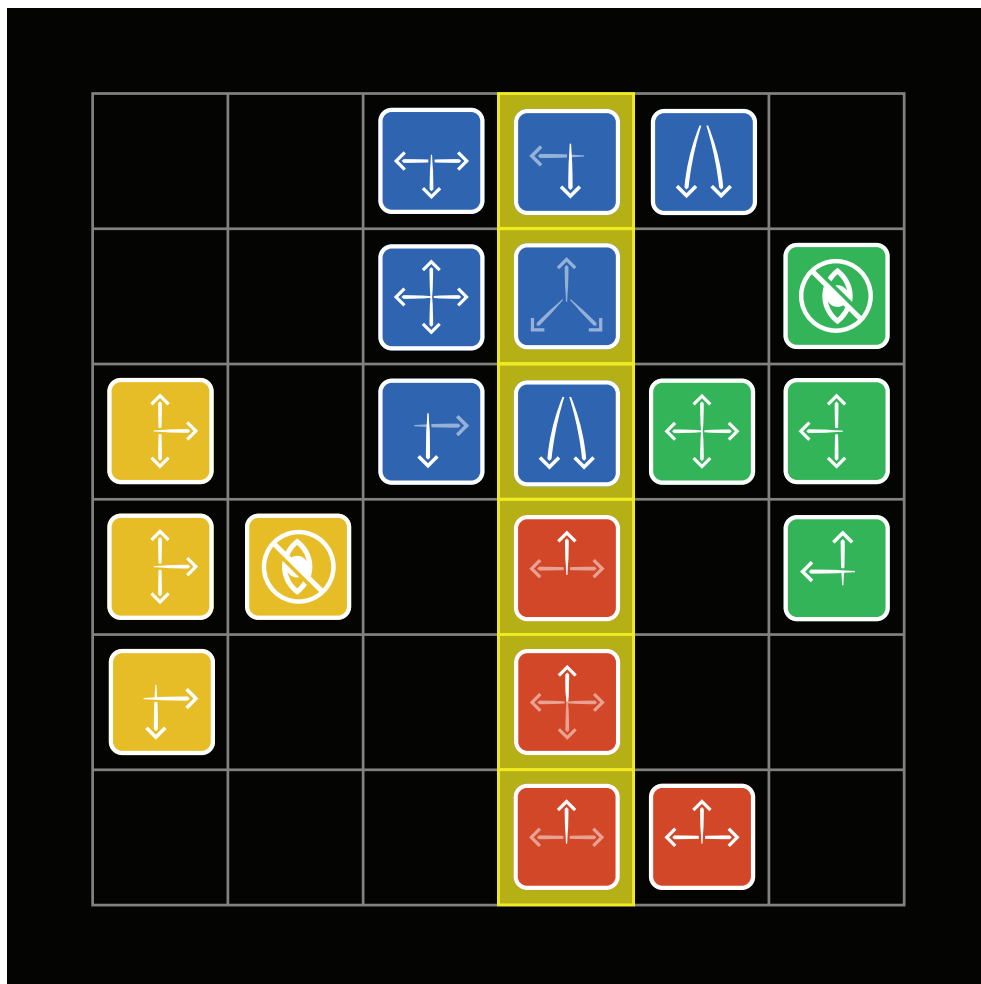


# Collecting bonus pieces: defender

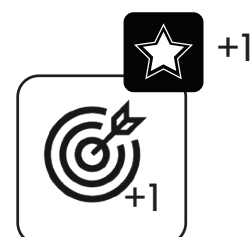
**\* Beginners can choose to skip this rule.**

Defending players receive a bonus piece in the following situation:

They lose their piece in an attack that was initially equal/drawn (before the dice was rolled) because the attacker subsequently rolls +1 on the dice. In other words, the attacker only won due to the dice result.



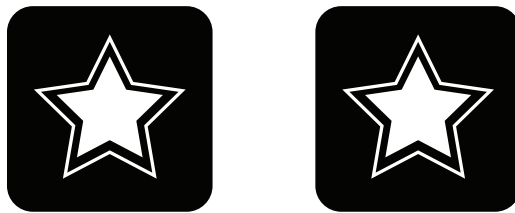
*The defending blue player receives a bonus piece after the attacking red player wins the initially equal attack by only one arrow, after rolling +1 on the dice.*



## Using bonus pieces

Once a player has collected two bonus pieces, they can use them as the very first action of their turn to get an extra turn (+1 turn) – it must be the first action they take at the start of their turn.

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Bonus pieces can be saved up for increasingly more bonus turns. If a player collects three bonus pieces they can use them for two extra turns (+2 turns). Four will give 3 extra turns, five will give 4 extra turns and so on.

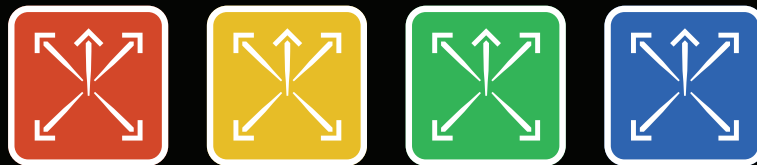
When bonus pieces are used they are discarded and returned to the pile.

# The Terminator

**\* Skip this rule if playing first to capture a set number of pieces.**

The first Terminator piece can be placed by any player who has used up all their other arrow pieces. Once the first player has placed their terminator piece, the only arrow piece the other players can place is their own terminator piece – even if they have other arrow pieces remaining.

After a Terminator piece has been placed on the board, pieces can no longer be moved after a successful attack – they remain where they were. A Terminator piece cannot be covered, but can be shielded.



**\* Players can still perform other actions, like attacking or removing a shield, before placing their Terminator piece.**



# Finishing the game

**\* If you're playing first to capture a set number of pieces (e.g. first to 3), the game ends as soon as a player captures the set number of pieces.**

A standard game ends when all players have played out all possible moves/actions.

The winner is the player who has **captured the most arrow pieces** from other players, AND still has pieces remaining on the board.

A player is eliminated from the game if they have no pieces remaining on the board.

If the leading players have captured an equal number of arrow pieces, the leading player with the most **unused bonus pieces** wins the game.

If the leading players have captured an equal number of arrow pieces AND have an equal number bonus pieces remaining, the game is a draw between those players.

# Variations

## Quick Game

If you're after a faster Three Arrows experience you can play a fast game by playing that the first player to capture a specific number of pieces is the winner. This won't give you the full nuanced Three Arrows experience but is a great way to play a fast game.

*\* It is recommended that beginners play 'first to capture 3 pieces' on their first game.*

## Tactical Arrows

Three Arrows can be played in 'tactical mode' by excluding the dice and covers from the game. In this mode any drawn attacks are ignored and pieces can only be captured by having a majority of arrows in the row.

## Team Play

The four player game can be played in two teams. All the normal rules apply and the team with the most combined captured pieces at the end of the game wins.

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