

How to Play Triples

The Goal

There are two ways to win, the first is to capture your opponent players until they only have two left, and the second is to trap all of your opponent's players so they cannot move.

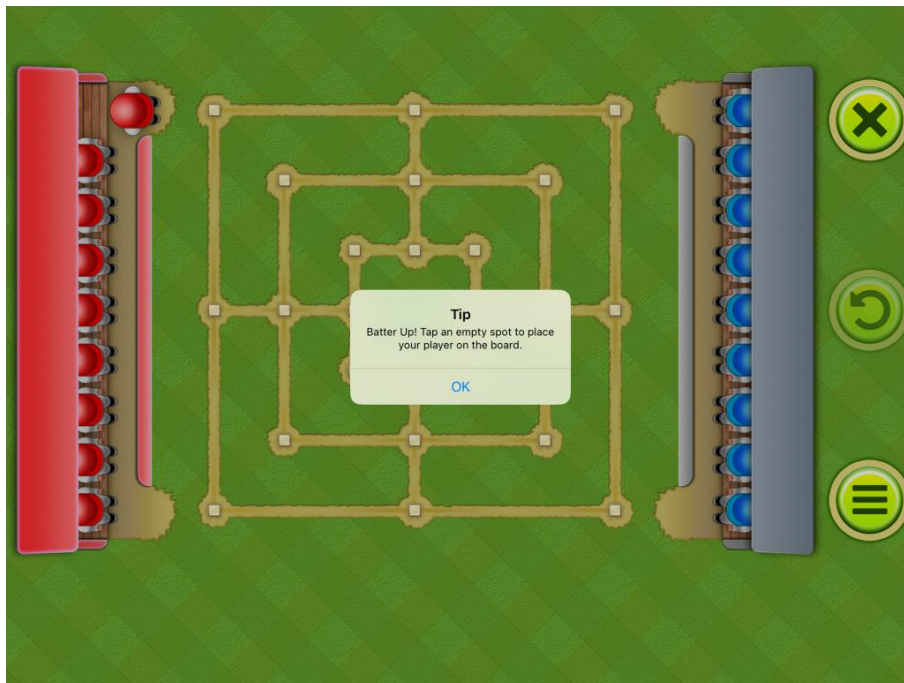
Overview

Let's get some important game playing terminology out of the way. A player creates a "mill" when she lines up three players of the same color either vertically or horizontally. We call a mill a "triple". Three in a row *diagonally* does not count and if you look carefully, you will see that the lines on the playing field only connect up and down and side to side.

In Triples, the goal is to whittle your opponent down to two players, ensuring that she can no longer create a mill. The first player to do this wins it all. Additionally, there is another road to victory. If you can block your opponent from making a move, you have also won. However, since you probably won't do that every time, let's focus on the first strategy.

To decrease your opponent's stock of players, we employ the mill. Creating a mill allows you to permanently remove any one of your opponent's players from the field.

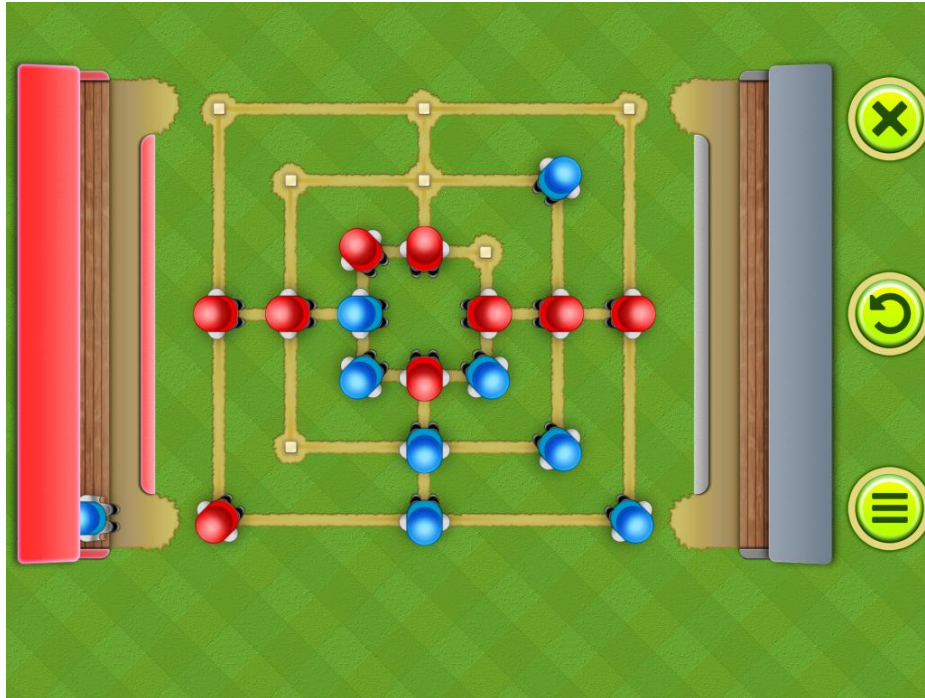
Starting the Game: The Placing Phase



Triples Placement Phase

Each team takes turns placing players one at a time onto any empty plate (space) on the field. Don't forget to try for a mill while you're at it so she will have fewer players to move during the moving phase. Reminder, each time you make a mill, you get to take one of your opponent's players off the field. The goal is for you to have more players before the moving phase starts.

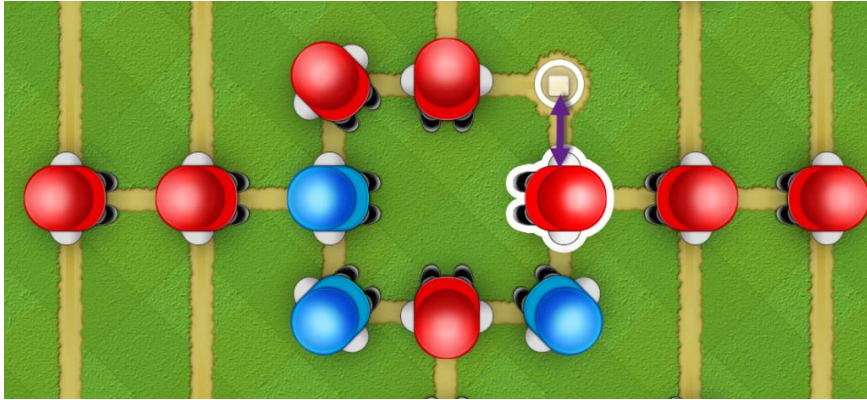
Playing the Game: The Moving Phase



Triples Moving Phase

After all of the players have been placed on the field (ignoring players that were captured, if any), with each passing turn you are each are allowed to move one piece along a line to an empty plate next to it. Don't forget you are trying to make a mill with each turn or block your opponent from making a mill.

Even if you have created a mill, you can move a piece out of that mill, and if your opponent doesn't do anything about it, on your next turn you can move that piece back into its previous space, creating a mill again and allowing you to capture another of her players! If you're really good, you may be able to move a piece out of a mill and into alignment with two other players, instantly creating another mill. If you form one of these, which we call **double mills**, your opponent will have a hard time winning.



Triples Double Mill Example Close Up

Hopefully, you'll get your opponent down to two players without losing a single piece, but sometimes, sacrifice is necessary, so don't cry...they're only cartoon players.

Keys to Winning

To win against a skilled opponent, you have to think like a skilled opponent. For example, on the highest setting the computer always plays with the most optimal move possible. There is always a rhyme or reason to the location of his piece placement. Understanding this will help you play better.

Use these strategies to win.

1. Create a mill when possible - Good for you, bad for her!
2. Block any potential mill - Definitely good for you
3. Place players to be easy to move into mills once the moving stage of the game begins
Don't place your players in a way during the placing phase where you cannot make any moves.
4. Place/move players on the field in ways that block the opponent from creating two potential mills (double mill) on her next turn.
5. Place/move players on the field in ways that create two possible mills
6. Create mill possibilities that bait the opponent into laying in places that are worthless for her.

Because having one of your players removed makes the game that much harder, it's tough to bounce back once you start losing. Therefore, defense must be your top priority. Even when you create a mill and can eliminate one of your opponent's players from play, you must carefully decide which of his players has the most potential to immediately become part of a mill, rather than just eliminating players that free up space for you to make a mill of your own.

In the same spirit, if one of your opponent's players successfully created mills is blocked in, don't delete or move a piece that would allow her access to the mill or give her the freedom to move out and back into the mill. Remember that a mill for her equals trouble for you. Unless you like the challenge of playing with fewer players.

Don't discount the fact that sacrifice does sometimes pay off. If you're still in the placing phase, and you know that your opponent is going to create a mill one way or another, look to see if you might be able to simply re-place the piece she takes from the field on your next turn and successfully block his mill in tightly, preventing her from moving a piece out and back into it and re-creating it continually to steal more players.

Also, while placing players on the field, your first priority should be to block any chain of two players that has the third place in the sequence open. However, when you can freely play without worry of your opponent coming back with a mill, place your players in spaces that increase your chances of having two places to score a mill in one turn, because your opponent can obviously not block this. Placing your players on spaces that have the highest possible number of lines attached to them is generally the best way to work toward this goal.

It is wise, however, not to focus too heavily on the placing phase. Remember that against two skilled opponents, it's highly likely that no mills will be scored during the placing of players. Therefore, your final priority should be to place your players in ways that allows you to easily move unhindered to a mill once you can move your players, while simultaneously using your players as roadblocks that prevent your opponent from moving his players into any sort of alignment.

Finally, understand that having "nothing better to do" can be very bad for you in Triples. One of the things that your opponents will try to do is block all of your players in but one, forcing you to make a move that only helps them. You can use this against your opponents, too, of course. There's nothing more satisfying than being so gracious as to not completely block in your opponent, and then watch as their only remaining move opens up a path for your blocked in mill to be broken up and re-formed.

Making a Wise First Move

Too many options and don't know where to place when you have to go first? Place one of your players at any intersection on your first turn, and if your opponent doesn't take it, claim the opposite intersection on your next turn. Intersections have **four adjacent tiles**, and players placed there can form mills in two directions. In addition, intersections are crucial points on the field. If you have them, you can have a lot of freedom of movement, as well as an easy way to block your opponent from several types of mills. Furthermore, the more intersections you grab and the more of the field you are covered, the better chance you'll have at getting two possibilities for a mill – even by accident.

A Wise Second Move

If your opponent goes first, they will likely take an intersection, but there's no point in whining about how you're destined to lose, because you're not. Rather, take an intersection next to your opponent's piece, which will increase your chances of blocking it later. If possible, take another intersection on your next turn. However, don't get carried away; by your third turn, you should start paying close attention to your defensive strategy. Don't forget those six priorities that the computer was using against you.

Menu Options



Exit Game



Undo Last Move



Open Settings

Settings

Show Tips: This will train you on how to play Triples

Play Sound Effects: Turns on or off and sounds during gameplay

Difficulty: Slide from 1, easiest, to 6, most challenging

Triples Has Many Names

This game that we call Triples is not the first of its kind; Triples was created centuries ago and has gone by other names, such as Marelles, Marels, Marrills, Merelles, Mérelles, Merels, Merreles, Merrels, Merrelus, Merrills, Meuhle, Mills, Morell, Morelles, Morris, Mühle, Muller, Mylla, Mylta, Mynek. Its most popular English name is *Nine Men's Morris*.