



Rulebook 1.1



The lock. A simple mechanism meant to protect whatever is on the other side, a means to keep out undesirables, and a symbol for all that is off-limits for the downtrodden and oppressed of New London. It's no wonder, then, that the citizens of this corrupt and diseased city spend their days learning to open locks by any means necessary.

Six residents of New London have caught the attention of a mysterious figure interested in their unique lock-picking talents. An unusual summons has been issued to each by way of a strange lock box with no more than a time and location inscribed on the bottom. For these six, it's clear a larger game is afoot.

Welcome to Triplock, a simple yet not-so-simple abstract challenge of skill and memory from Chip Theory Games. Choose to play solo as you work with The Stranger to delve deeper into the unknown secrets of the Royal Company, or hone your skills even further against another master lock breaker while you wait for the right moment to act. Either way, you'll be wracking your brain to solve locks amidst a corrupt world full of intrigue and mystery.

Thank you to all who made this possible: Our Families, Friends, and Backers.

Josh, Adam, and Ghillie (Josh)

## BOX CONTENTS

MASTER LOCK MAT



ACTION DICE x 2



DIAGRAM CARDS x 30



SOLO "THE STATION" CARDS x 5



Mechanism Chips x 4



CHARACTER STORY CARDS x 6



CHARACTER SKILL CARDS x 6



RULEBOOK



Skill Beads x 2



SOLO DIE

FAILSAFE CHIPS x 8



TRACKING CARDS x 2



REFERENCE CARDS x 3

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## OBJECTIVE

Players compete to be the first to solve the Master Lock! In Head-to-Head play, solving the Master Lock is accomplished by being first to complete 5 Diagrams (*excluding Traps and Countermeasures*) or earn 10 points, ending the game.

In Solo and Co-op play, you must complete all Challenges (*Room cards*) in the Episode without running out of available Characters to win.

## SETUP \*for both 1 or 2 players

Lay down the Master Lock (*neoprene mat*) in the middle of your play area. Shuffle the Mechanisms (*4 yellow chips*). Also, separately shuffle the Failsafes (*8 black chips*), taking care that the chip backs (*golden gears*) are facing up for each chip. Without studying the chips, place a Failsafe on top of and underneath each Mechanism, with the chip backs facing out (*like a sandwich with only the golden gears showing*), making 4 separate stacks of 3 chips each. Players take turns flipping and mixing all 4 stacks (*while opponent looks away*). Then, on the Master Lock, place 3 stacks on the Visible Lock Area (*grouping of 3 spots for stacks*), and the 4th Stack on the Hidden Lock Area (*unique spot*). These are all lined up in a row.

For both Solo and 2-Player games, player(s) start the game with 1 Diagram card. Secretly choose which Sequence (*1 of 4 on the card*) of the Diagram to pursue, and place the card face down. It is very important to pay special attention to card orientation in this game. *\*Your chosen Sequence should always appear at the top when the card is turned face up, like opening a book.*



Player(s) may also choose a Character to play. Characters introduce further strategy into the game but are not required for Head-to-Head play. Character cards are placed in front of each player (as shown). Also, each player (even if not playing with a Character) gets a Skill bead to use!

Decide who starts the game by who has last opened a lock (*in real life*), even with a key! Players will each take turns until someone wins by reaching 10 Points or 5 completed Diagrams. In Solo play, the Episode Room cards will provide further setup instructions and win conditions.

## GAMEPLAY - Diagrams

Completing Diagrams will be “key” to your success in Triplock. First, let’s take a closer look at these Diagrams and how they are used.

**Types:** The majority of the Diagrams in Triplock are Standard Diagrams. These are identified on the back of each card with 4 different sets of symbols called “Sequences.” \**There are two other types of Diagrams (Traps and Countermeasures) that we will discuss at the end of this section.*

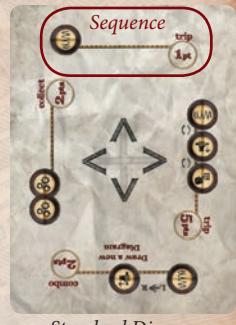
**Choosing a Sequence:** Just like your starting Diagram, each time you draw a new Diagram, you must secretly select an initial Sequence (*1 of 4 on the card*) and place the card face down. To complete this Diagram, you will use Actions during your turn to identify and then manipulate the Mechanism symbols/stacks on the Master Lock to collect the required Failsafes or to match your chosen Sequence.

There are 3 types of Sequences you can choose on Standard Diagrams.

**Collect:** Completed by collecting (*using the Diagnose and Disarm Action*) the correct symbol and number of Failsafe chips (*discard them from play when completing the Diagram*).



**Combo:** Completed by matching the correct Mechanisms in left to right (*L to R*) order in the Visible Lock Area. \**L to R is based on your orientation to the mat.* \*\**If fewer than 3 Mechanisms are involved, they don’t need to be next to each other in the Visible Lock Area to be considered in L to R order.*



Standard Diagram

**Trip:** Completed by matching the correct Mechanisms in your Visible Lock Area in no particular order (*do not need to be L to R*).

### Completing a Diagram:

Once you have collected the correct Failsafes or you think you have the matching Mechanism symbols showing in the Visible Lock Area (*even if they are still covered by Failsafes*), you may attempt to complete the Diagram. When doing so, always announce it. Then, reveal the Diagram Sequence (*by flipping over your diagram like opening a book*) for all to see.

If completing a “Collect” Sequence, discard from play the correct Failsafe symbols from your Disarmed Failsafe Stack.

If completing a “Combo” or “Trip” Sequence, one at a time, declare a Mechanism from your chosen Sequence and then reveal the matching symbol within the Visible Lock Area (*you cannot use Mechanisms in Hidden Lock Area to complete Diagrams*) of the Master Lock. If a Mechanism you are matching is covered by a Failsafe, temporarily lift the Failsafe chip to expose the Mechanism underneath. If it does not match, stop immediately, discard the Diagram, and end your turn.

If you manage to correctly match all Mechanisms shown on your chosen Diagram Sequence, you may immediately gain its rewards (*e.g. Points, Actions, etc.*) These rewards must be used at this time. Completing a Diagram does not end your turn if you are successful. After completing,



you may continue your turn where you left off. Place completed Diagrams in front of you near your Character card to track your progress. Multiple Diagrams may be completed each turn (*as long as they are correctly completed!*)!

**Drawing Diagrams:** In addition to your starting Diagram, more Diagrams may be gained through the **Diagnose & Disarm Action**, or as a reward for completing certain Diagram Sequences. A player may have up to 3 Diagrams in play at any given time (*if a 4th is drawn, discard 1*).

**Altering a Diagram:** You may view your own face down Diagrams at any time throughout the game. However, to Alter the orientation of your Diagram (*to a new Sequence*), you need the **Diagram Action** to do so.

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**Trap Diagrams:** A Trap is a unique type of Diagram. When drawn, it functions like a Standard Diagram in these ways: It is placed face down in Diagram area with a specific orientation, it counts toward Diagram limit of 3, and it may be Revealed, Concealed, Altered, or discarded.



A Trap is unique because it is instantly triggered when its chosen orientation incident occurs. At that time, show your Trap, take your reward, and discard the Trap (*does not count as a Completed Diagram*).

**Countermeasure Diagrams:** A Countermeasure is another unique type of Diagram. When drawn, it functions like a Standard Diagram in these ways: place in Diagram area with a specific orientation, counts toward Diagram limit of 3, and may be Altered or discarded.

A Countermeasure is unique because it must always be played face up and is instantly triggered when its chosen orientation incident occurs. At that time, take your reward. A Countermeasure is not Completed or discarded when triggered. Instead, it is left where it is and can be triggered multiple times until discarded by you or your opponent.

## GAMEPLAY - On Your Turn

Now that you understand how Diagrams work, let's look at how you can manipulate the Master Lock on your turn to aid you in completing those Diagrams.

On your turn, you will be able to do all of the following and in any order:

- Roll and Execute Actions
- Attempt to Complete Diagrams
- Use a Skill

### Roll and Execute Actions:

Roll the 2 Action dice (*this can only be done once per turn*). Use each die result individually to perform one or both of the Actions that you rolled. Or, sacrifice both rolled Actions to select any 1 Action from the list on the following page (*also shown on your Action reference card*) and perform it.



-  **Peek:** Peek at any 2 Mechanisms (*in the Visible or Hidden Lock Areas*) and their Failsafes (*top Failsafes only*).
-  **Flip:** Flip any 1 Mechanism stack within the Visible Lock Area.
-  **Swap:** Swap any 2 Mechanism stacks within the Visible Lock Area.
-  **Diagnose and Disarm:** Disarm a Failsafe (*if present*) from on top of any Mechanism within the Visible Lock Area. Also, draw a new Diagram.  
*\*To "Disarm" a Failsafe, remove and place it face down in your Disarmed Failsafe stack.*
-  **Expose:** Peek at the Mechanism within the Hidden Lock Area and its Failsafe (*top chip only*). Flip that stack. Then, Rotate all 4 Mechanism stacks. Must do all 3 steps. *\*To "Rotate" stacks, shift each stack 1 position to your left and move left-most stack to the opposite end of stacks being Rotated.*
-  **Diagram:** Choose one: Reveal, Conceal, or Alter any Lock Diagram (*opponent's Diagrams included*):
  - Reveal:** Flip a Diagram over for all to see. It stays this way until Completed or Concealed.
  - Conceal:** Flip a Diagram over so it is hidden. It stays this way until Completed or Revealed (*Countermeasures cannot be Concealed*).
  - Alter:** Rotate a Diagram to any side (*without changing its state of concealment*), effectively changing the orientation and Sequence needed for completion.

#### Clarifications on Multi-Part Actions (*Actions with more than one step*):

- When performing a multi-part Action (*i.e. Peek, Diagnose and Disarm, and Expose*) you must perform any parts that are possible (*e.g. It's not allowed to*

*use the Expose Action and only peek at the Hidden Mechanism, while skipping the other parts of that Action).*

- Multi-part Actions can still be performed even if not all parts are possible to perform (e.g. *You may still perform the Diagnose and Disarm Action to draw a Diagram even if there are no more Failsafes to disarm.*)
- If using both Action dice rolls, you may split up your Actions (e.g. *You may use one entire Action and then Attempt to Complete a Diagram before using the other Action.*) However, multi-part Actions must be entirely completed if possible before doing anything else (e.g. *You may not use part of your Peek Action on one Mechanism, then Use a Skill, and then finish your Peek Action by peeking at a second Mechanism.*)

### **Attempt to Complete a Diagram: Discussed in detail on page 7.**

**Use a Skill:** Skills may only be used once per turn. These require the use of a Skill bead to show which Skill is being “used.” There are 4 ways you may use your Skill.



**Points (PTS):** Place (or advance) your bead along the PTS track of the Master Lock. You must start at the first position and advance only one position each turn. Once you advance your bead to the 3rd position, you instantly gain 2 Pts. If your Skill bead is removed prematurely from this track, you will lose all progress. If completing this track this turn, remove the bead from the track after taking your 2 Pts.

**Action (ACT):** Place (or advance) your bead along the ACT track of the Master Lock. You must start at the first position and advance only one position each turn. Once you advance your bead to the second position, you immediately roll a single Action die that may be used at this time only (*cannot be combined*). If your Skill bead is removed prematurely from this track, you will lose all progress. If completing this track this turn, after Action is taken, remove the bead from the track and hold for next turn.

**Reset:** You must discard 1 of your Disarmed Failsafes to place your Skill bead on your  position of the Master Lock. Your opponent must immediately move his or her Skill bead to their  position as well and must skip the “Use a Skill” option during their next turn.

**Character Skill:** Each Character in Triplock has a unique Skill. Follow the directions on your Character’s card to learn how and when it can be used.



## Scoring by Solving Locks and Taking Points

Each player has a Points card that they place next to their Character card (*using the KEY icon on the Character card as a pointer towards their current score*). As you earn Points from completing Diagrams or with your Skill (*PTS track*), immediately adjust your Points card to indicate your new total.



### Gaming Etiquette Tip #1

**How to “Peek” at a Mechanism?** Cup hand and cover Mechanism stack on opponent’s side. Lift and angle the top Failsafe chip to reveal the bottom side of the Failsafe chip and the Mechanism chip. Place Failsafe chip back.

### Gaming Etiquette Tip #2

**What if I bump a Mechanism stack?** If a player accidentally reveals sides of a chip, both players must have a chance to see what was spotted by one. Try not to bump again!



## **Solo Episodes (e.g. *The Station*; *The Factory*, etc.)**

Solo play and Head-to-Head use the same game setup and the same rules for Action Dice, Diagrams, and your Skill bead. However, there are a few key differences...

Read the large Location card (*see The Station*) to get a feel for the setting and to learn how many Characters you can bring along for this Episode. Stack the smaller Room cards (*The Station: Room 1-4*) in order. Refer to each Room card for specific setup instructions and win conditions. As you progress through the Episode, you will select which Character you'd like to use for each specific room. Each Character may only be used once during the Episode (*success or fail*). If you fail a room, you may select a new Character and try again. However, once you are out of Characters, you must reset the entire Episode and try again. Complete all rooms consecutively with your available Characters to claim victory!

### **Solo Setup (indicated on the Room card):**

Select one of your available Characters for this challenge. Prepare the Master Lock (*reshuffle, mix, and set up your stacks*). Make sure the Hidden Lock Area of the Master Lock mat is on your right side! Also, be sure to use your Points card and Rounds card when needed for the room you are in. Trap and Countermeasure cards are NOT used for Solo or Co-op play unless specified on the Room card.

### **Co-op Setup (indicated on the Room card):**

Select two of your available Characters for this challenge. Each will have its own Diagram area, and Skill bead. Challenges requiring Co-op setup can be played by one player controlling both characters or by two players.

### **3-Player Setup** (*provided by Ricky Royal*)

Place 3 Master Locks like wheel spokes (*see image*).

Cover the 2 left-most positions with your chosen Character (*large card*). Each player will sit between 2 spokes, and their Master Lock will be made from the 2 mats in front of them. The Hidden Mechanism will always be the right-most position for each player.

Using components from a single Triplock game, shuffle and create 4 Mechanism stacks.

Place these stacks onto 4 of the 6 available mat spots. Using a second copy of Triplock, shuffle and create 4 more Mechanism stacks. Randomly choose 2 of these for the remaining mat spots. You are ready to play!

*Important: Dice Actions that affect Mechanism stacks can only be applied to the 4 stacks in front of you. However, Diagram rewards that offer Flips and Swaps are not limited to the 4 Mechanism stacks in front of you.*



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