

# UN DEUX TROIS



The village of Fordra relies on its hunters for food, crafting materials, and protection. Hunters are everything to a village like Fordra. And hunters need reliable equipment.

Hunters of Fordra test the limits of their gear in a betting game called Un, Devx, Trois. Be bold and crafty, but know your limits!

## GAME SETUP

### What You'll Need

This game plays very different from a standard chapter of Legends of Rakasa. Here's what's used in this game type:

- All 3 Star Gear
- All Creatures (No Dragons)
- Boost Tokens
- Market Potion Items
- Teropong Stones

You will also need a tracker that can count 1, 2, and 3. Dice are a suitable tracker for this purpose. Players also need a currency or point counters of some sort. If players don't have a currency of some sort to use, Rakmin tiles can be used as chips with some rule alterations, though a currency like Gems or poker chips is suggested. Gems will be used in this game description and can be printed off [Trivatch.com](http://Trivatch.com).

## Getting Started

Separate out and shuffle all three star monsters into a single pile (Forest and Ocean shuffled together). Make another pile of all two star Forest and Ocean creatures. Finally, shuffle all Road creatures into a pile. You should now have three piles of creatures.

Next mix up and place the boost tokens in several piles. In this game, white tokens are worth 3 stat points and yellow are worth 5.

Separate the three star equipment into a weapon pile, headgear pile, footgear pile, armor pile.

## Buying In

Players start with 50 gems. Players start the first round by paying three gems. Paid gems go into a winnings pool for the winner of the round.

Players will get a random full set of initial equipment. Each player draws a piece of each equipment type, face down, from the top of each pile.

Next players pull three boost tokens face down. Give each player a Teropong Stone and one of each Market Potion Items.

## STAGES: UN, DEUX, TROIS

### Pre-Stage Swapping

Before a phase begins, players may take one equipment card and discard it face down to the

bottom of its respective deck and draw a new card from the top of that deck.

Players may also return one boost token face down to a boost token pile and draw a new token.

Players may also use their Teropong Stones to peak at the top card of the deck about to be drawn from. Once used, Teropong Stones are removed from the game.

### **Stage 1: Un**

Flip over the first card on the top of the three star monster pile. Players look at their equipment, items, and boost tokens. Players decide if they think they can defeat this monster plus the next one that will be drawn. Players quitting at this stage, take a dice and turn it to the number one. Player continuing on add one gem to the gem pool.

### **Stage 2: Deux**

Flip over the first card on the top of the two star monster pile. Again, players look at their equipment, items, and boost tokens. Players decide if they think they can defeat this monster plus the next one that will be drawn. Players quitting at this stage, take a dice and turn it to the number two. Player continuing on add one gem to the gem pool and take a dice and turn it to the number three.

### **Stage 3: Trois**

Flip over the first card on the top of the Road monster pile.

## **BATTLING STAGE: THE REVEAL**

### **Entering Battling Stage**

Once the card is revealed in Stage 3, the game enters the Battling Stage. This stage is also entered before Stage 3 as soon as all players choose to quit.

In the Battling Stage, the player or players with the highest dice counter begin by showing they can beat the combined creatures from the stages matching their dice counter. For example, someone that has a dice on 3, must fight all revealed creatures. If the highest dice is a two, that player will have to show they can defeat the combined creatures of stages 1 and 2.

### **Buffing Creatures**

Before revealing battle tactics, first allow any players wanting to use Market Potion Items on creatures to do so. Players may use these items to boost player or creature stats. Players planning to use these items on themselves may hold off on revealing this. Once these items are used, they are removed from the game.

### **Weapon Skills**

Berserk and Guard work just as they do in a standard chapter of Legends of Rakasa. Quickshot works the same but your ammo will be 1 plus the bones from the Stage 3 draw. So if a Kelinci is drawn, you have 2 bones to work with. If an Oposvabakasa is drawn, you will have 4 bones to work with.

### **Battling Down the Ranks**

The player or players with the highest dice counter reveal how they can defeat the creatures they are facing off with. Players battling may use their boost tokens and Market Potion Items to boost themselves. Used tokens return to the boost token piles and Market Items are removed from the game.

A player who cannot defeat the creatures he or she is battling is out for the round. If no other players are in the round with an equal dice counter, the player with the next highest dice counter begins battling.

For example, if a player with a dice counter of three cannot beat the creatures from stages 1-3, this player would be out for the round. If no other players had a counter of three, the player with a dice counter of 2 would then reveal how they can beat the stage 1 and 2 creatures. If this player also fails and there are no other players with a counter of 2, then the player with a counter of 1 would show how he or she can defeat the creature at stage 1. If all players fail, the pool remains for the next round.

### **A Winner Emerges**

The player with the highest dice counter that succeeds in defeating the creatures in that stage wins the pool of gems. In other words, if players with dice counters of 2 and 3 fail, but the player with a dice counter of 1 succeeds in killing the one creature from Stage 1, this player will take the full pool of gems.

## **Fight it Out!**

In the event of a tie, where two people have the same counter number and both players can successfully defeat the creatures of that stage, players will fight it out. Don't go crazy (unless you want to), this isn't true PVP. Players will compare stats to one another as if they are fighting creatures in Rakasa. More Boost Tokens or Market Items may be used to gain advantage in this battle as well. A tie in speed means players will hit each other at the same time. A tied knockout will result in the competing players dividing the winnings evenly with excess staying the winning pool for the next round. Weapon skills and their effects on your stats from battling creatures reset for this battle.



## **STARTING A NEW ROUND**

Players start the next round by paying 1 gem. Any revealed equipment of players from the previous round is collected and shuffled back into their respective equipment piles. Players without equipment draw to replace this equipment.

## **Pre-Round Reequip**

Players may discard as many pieces of equipment as they'd like. To reequip gear, players must pay to the winnings pool 1 gem per piece of equipment drawn from the piles.

Players may also replenish their Boost Tokens back up to three. Players already at three boost tokens may discard down below three to purchase new tokens. A player may only purchase tokens once during this phase.



Players may now begin the next round of Un, Deux, Trois.

### **GAME END**

The game ends when the first player runs out of gems.