三國得志 THREE KINGDOMS Redux

Three Kingdoms Redux is a Euro board game that seeks to recreate the tripartite between the states of Wei, Wu and Shu. Players assume the role of one of the three lords – Cao Cao, Sun Jian or Liu Bei and seek to obtain the highest victory points to win.

Game mechanics:

Bidding, Worker Placement, Area Control, Card Drafting, Variable Player Power, Partnership, Hand Management

Each state has 23 unique generals available for recruitment. Each general has various attributes (administration, combat and leadership), a unique skill and army type specialisations that players may take advantage of during the game. Players make use of the generals' attributes to bid for action spaces. The winner of the bid for each action space gets to carry out the action.

Link to rulebook:
Rules and Downloads

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WEI   WU   SHU
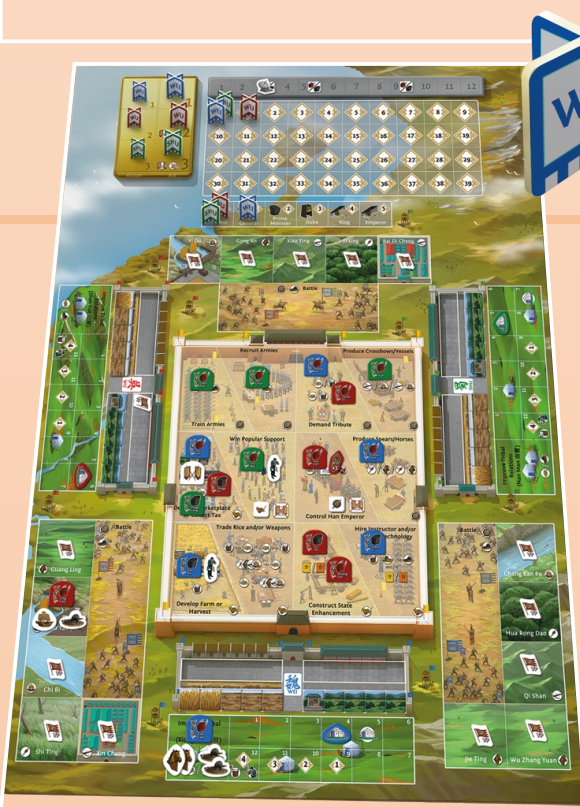
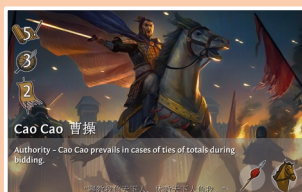3 Players   Age 14 +   135 - 165 mins

Game Play:

Three Kingdoms Redux is played over a maximum of 12 rounds. Each round consists of a Conflict Phase and a Resolution Phase. After each round, if none of the end game conditions is triggered during the round, Update and Maintenance occurs.

Players start the game from asymmetrical positions. The Wu and Shu players with fewer starting generals form an alliance against the Wei player. The makeup of the alliance may change from round to round.

During a Conflict Phase, players assign their generals to bid for action spaces. The action spaces have different bidding criteria such as administration, combat and number of army units. The player with the highest bid, based on the bidding criteria, wins the bid for the action space and gets to carry out the corresponding action during the Resolution Phase.

The player with highest number of VPs at the end of the game wins the game.

Cao Cao 曹操
Authority – Cao Cao prevails in cases of ties of totals during bidding.

Sun Jian 孫堅
Initiative – When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.

Liu Bei 劉備
Charisma – If Liu Bei bids for an action space with popular support tokens, 1 of the popular support tokens is returned to Shu's supply after he takes his action or when he returns to Shu's supply.

Components:
- 1 six-fold game board (84cm x 56cm)
- 69 general cards
- 42 state enhancement cards
- 339 die cut tokens and markers
- 3 player aids
- 1 rulebook

Online information about the game:
- Game page on BoardGameGeek and our Starting Player website
- Geeklist explaining the theme behind the design
- Geeklists explaining the artwork for some of the generals and state enhancements
- A series of geeklists explaining our design and development journey
- Pictures of the game components
- Videos, compendium and session report on our website (To be produced upon receiving the advance copy)

The blue underlined wordings contain links to external websites.