

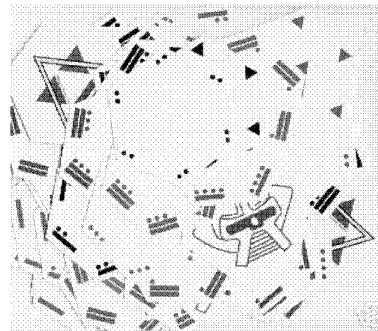
BATTLESTAR GALACTICA™

RULES FOR TRIAD

Triad is a card game played with a standard Colonial deck of 56 hexagonal cards. There are many variations but these rules cover the most universal form of Triad, which has become especially popular amongst Colonial Viper pilots. In this version players can discard some of the cards in their hands and 'draw', i.e. receive new cards to replace them, in the hopes of improving their Triad hands. Triad is a game for 2 to 6 players who compete to have the highest ranking six card hand and place bets on the outcome of the game.

The Deck

A standard deck of Colonial playing cards is made up of 4 Capstone cards and 4 Colors; Black, Purple, Green, and Red. Black ranks highest and Red ranks lowest. Each Color contains 13 cards and the denomination of each Color card is marked in dots • (representing 1) and dashes — (representing 5). The Capstone cards are 'wildcards' that can be used to represent any denomination in a hand.



Cards range from 2 •• to Pyramid ▲ with Pyramid being greater than Prince 

It is useful to introduce hierarchy terminology that may be used for other Triad variants that are not covered in these rules. Both Pyramid and Capstone cards are considered to be 'first level' cards, Prince and Princess are sometimes referred to as 'second level' cards and all other cards are 'third level' cards.

How To Play

Players place the minimum opening cubits in front of them on the playing table to enter the game. Then the dealer shuffles the deck and deals six cards, face down, to each player beginning with the player directly to the dealer's left. All players pick up their cards from the table and consider the best ranking of their current hand.



Starting with the player to the dealer's left a round of betting begins (see the Betting section for further information).

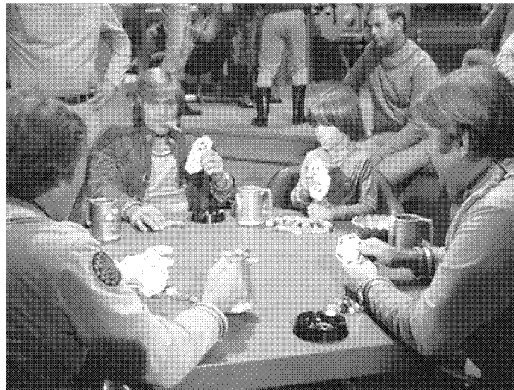
When the betting is completed, those who are still in the hand may 'draw' up to four cards. Beginning with the player directly to the dealer's left; the player declares the quantity of cards they wish to discard from their hand and places that many cards face down onto the table in front of them. This may be none of their cards at all or any quantity up to four. The dealer takes these cards and places them on a discard pile face down. The dealer then deals the same number of cards to the player. This continues with each player in turn clockwise around the table and after all players have received their cards, the dealer draws their own cards in the same way.

After everyone receives their new cards, there's another round of betting, starting to the dealer's left.

After the betting is completed the best hand wins the cubits.

Betting

Before a game of Triad begins, all players should agree betting limits. The minimum bet must be decided and this is usual the same as the minimum opening bet. The minimum limit also indicates the minimum amount that any player may raise the bet and an upper limit represents the largest amount that may be bet at any one time, although Colonial Viper pilots often play with no upper limit.



The first betting round begins with the player immediately to the dealer's left. This player may pass the bet (accepting their opening bet to be sufficient), or they may raise the bet higher according to the agreed limits.

Each player following the first bet may do one of three actions. A player may fold, forfeit their opening bet and surrender their hand face down to the dealer, who places them on the discard pile face down. A player may equal the existing bet, which means they will pass the bet if the opening bet has not been raised. Or a player may raise the bet according to the agreed limit. If a player raises, the next player to bet can only raise the same amount or higher. In other words, if the player to your left raises five cubits, you cannot raise just the one cubit minimum you may have intended to, you must raise five cubits or more up to the agreed upper limit.

Betting continues in this manner clockwise around the table until the bet has been equaled. Then each player that has not surrendered their hands may discard up to four cards and draw replacements according to the How To Play instructions.

After everyone has received their new cards, another round of betting begins in the same way as the first round of betting. At the end of this final round of betting, if more than one player has not surrendered their hand and the bet is equaled, then all players with their hands present them face up on the table. The best hand wins the cubits.

Hand Rankings

In Triad, a hand of cards is ranked based on the denominations and colors of the cards and their relationships to one another. For the sake of space the card denominations have been abbreviated, P for Pyramid, C for Capstone, 13 for Prince, and 12 for Princess. The following list has the rankings of various Triad hand possibilities in order of superiority:

Full Colors P-13-12-11-10-9
Six ordered cards all the same Color ranking from Pyramid down to 9 without any Capstone cards.

Full Major – also known as Kobol, or Perfect Third Level Pyramid C-13-12-11-10-9
Six ordered cards all the same Color ranking from Pyramid down to 9 using a Capstone card as the Pyramid.

Six Up – also known as a Full Pyramid P-P-P-P-C-C
Six cards of equal denomination.

Colony – also known as Perfect Six on a run 13-12-11-10-9-8
Six ordered cards all the same Color, e.g. Red ranking from Prince as the highest card down to 8, often declared as Prince High followed by the Color, e.g. Prince High Red. (Capstone cards may be used)

Five Up P-P-P-P-C-13
Five cards of equal denomination.

Four Up and Duo P-P-P-P-13-13
Four cards of equal denomination and two cards of another equal denomination.

Double Three Up P-P-P-13-13-13
Three cards of equal denomination and three cards of another equal denomination, e.g. three Pyramids and three Princes.

Perfect Full P-13-11-10-8-7
Six unordered cards all of the same Color.

Four Up P-P-P-P-13-12
Four cards of equal denomination, e.g. four Pyramids.

Six on a run P-13-12-11-10-9
Six ordered cards not all the same Color.

Perfect Five on a run P-13-12-11-10-8
Five ordered cards all the same Color.

Triple Duo P-P-13-13-12-12
Two cards of equal denomination with two cards of another equal denomination and a third Duo of another equal denomination.

Double Perfect Three on a run P-13-12-10-9-8
Three ordered cards the one Color and a second sequence of three ordered cards of another Color.

Five on a run P-13-12-11-10-8
Five ordered cards not the same Color.

Perfect Four on a run and Duo P-13-12-11-9-9
Four ordered cards the same Color and two cards of equal denomination.

Four on a run and Duo	P-13-12-11-9-9
Four ordered cards not the same Color and two cards of equal denomination.	
Three Up and Perfect Three on a run	P-P-P-13-12-11
Three cards of equal denomination and three ordered cards the same Color.	
Three Up and Three on a run	P-P-P-13-12-11
Three cards of equal denomination and three ordered cards not the same Color.	
Three Up and Duo	P-P-P-13-13-12
Three cards of equal denomination and two cards of another equal denomination.	
Perfect Three on a run	P-13-12-10-9-7
Three ordered cards all the same Color.	
Three Up	P-P-P-13-11-10
Three cards of equal denomination.	
Three on a run	P-13-12-10-9-7
Three ordered cards not the same Color.	
Double Duo	P-P-13-13-12-10
Two cards of equal denomination and two cards of another equal denomination.	
Duo	P-P-13-12-10-9
Two cards of equal denomination.	

	Hand	Possible Combination
1.	Full Colors	P-13-12-11-10-9
2.	Full Major	C-13-12-11-10-9
3.	Six Up	P-P-P-P-C-C
4.	Colony	13-12-11-10-9-8
5.	Five Up	P-P-P-P-C-13
6.	Four Up and Duo	P-P-P-P-13-13
7.	Double Three Up	P-P-P-13-13-13
8.	Perfect Full	P-13-11-10-8-7
9.	Four Up	P-P-P-P-13-12
10.	Six on a run	P-13-12-11-10-9
11.	Perfect Five on a run	P-13-12-11-10-8
12.	Triple Duo	P-P-13-13-12-12
13.	Double Perfect Three on a run	P-13-12-10-9-8
14.	Five on a run	P-13-12-11-10-8
15.	Perfect Four on a run and Duo	P-13-12-11-9-9
16.	Four on a run and Duo	P-13-12-11-9-9
17.	Three Up and Perfect Three on a run	P-P-P-13-12-11
18.	Three Up and Three on a run	P-P-P-13-12-11
19.	Three Up and Duo	P-P-P-13-13-12
20.	Perfect Three on a run	P-13-12-10-9-7
21.	Three Up	P-P-P-13-11-10
22.	Three on a run	P-13-12-10-9-7
23.	Double Duo	P-P-13-13-12-10
24.	Duo	P-P-13-12-10-9