



TRIDEO REVIEW

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Jun 26, 2018 (edited)

My primary reason for doing a review of Trideo is I'm a little surprised that as of this date there has been zero discussion regarding this interesting game here on BGG so I wanted to rectify that.

I have very little interest in games that aren't in the category of abstract strategy, and Trideo looked interesting. I took a risk on it because I wanted to boost my order with The Wooden Wagon up over \$100 to get free shipping, and this little game did the trick. By Gerhards game standards it's relatively inexpensive as is.

The box this comes in is very plain, but I don't mind:



As with all Gerhards games when set up it looks almost like a work of art. To be honest, it IS a work of art.

Because it's somewhat small and looks a little like one of those old Hi-Q puzzles the initial impression is this is some kind of a light, filler type abstract. This is not the case at all.

The playing field consists of 64 holes where small painted wooden minion shaped pieces are moved. Three holes are

included on each end for you to insert your colors to help keep track of which pieces you move. Generally the play is colored pieces (yellow, orange and red) verses non-colored (white, grey and black) though you could, technically, mix up the colors any way you like.

Setting up the board is confusing at first because other than an obvious straight line of alternating white and yellow cutting across diagonally, the remaining pattern isn't apparent. After a little pondering the system does emerge and once you grasp it, it become easy to set up the game with multiple different color combinations if you so choose. This doesn't really change the game play though.



Alternate set up:



The object of the game is to get three of the same colors, one of your colors, in a straight line or into an "L" shape - diagonals don't count though the pieces CAN move diagonally.

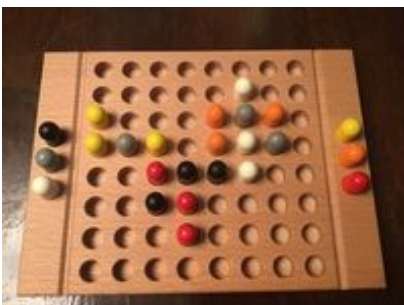
Three different winning combinations:



To do this, players take turns moving pieces in a straight line as far as they like, but no jumping is allowed. At first this restricts most pieces to just being able to move one space at a time, but depending on position, much further distances can happen on the second move.

Strategy in this game is surprisingly deep. The first few times we played wins were almost discovered by accident, however, after a while you begin to figure out how it's possible to force a winning position several moves ahead of time. This means you have to keep a wary eye out for long-range traps from your opponent as you strategize. The trick, and the real genius of this game, is the fact that an "L" shape works as well as a straight horizontal or vertical line for a win. The "L" shape makes it possible to position a piece in such a way that your opponent simply cannot block a win on the next move.

Grey moves next but cannot prevent a win by yellow:



As we played the game continued to display increasing depth, to the point where it became a little exhausting to be honest. The first few games it took quite a few moves for

anybody to win, and that was mostly by accident, but once we got the hang of it, we discovered really wicked traps could be set and if your opponent didn't catch them, they were doomed. The downside of this is it's really not the kind of game you want to play with somebody whose not already familiar with it, because you'll mop the floor with them and they won't really have much fun. Against a player with any degree of experience the smallest error and you're finished.

Some abstract strategy games are fun right out of the box even if you don't really get the game play at first. This isn't really the case with Trideo. At first its virtues were not apparent. It took several games before we started to get it. If you're looking for a light and casual abstract, skip this game. From my perspective though, so far the game displays all the characteristics one looks for in a really good abstract strategy game, however, it takes patience and persistence to discover them.