

3COUNT

THE QUALITY WRESTLING BOARD GAME INSTRUCTIONS & RULES



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3COUNT

MINOR ASSEMBLY REQUIRED - USE TACK (OR OTHER ADHESIVE IF YOU PREFER) TO AFFIX SPINNER TO THE GAMEBOARDS CENTRE CIRCLE WHERE DIRECTED.



WE RECOMMEND KEEPING THE

CHAMPIONSHIPS ROLLED WHEN STORED.

HOW TO WIN 3COUNT

To win the game you must be on the FINISH square AND ALSO be in possession of all or most of the championships (depending on which rules you want to play by).

You can play either:

3COUNT TRIPLE CROWN RULES (All 3 championships required for victory)

or 3COUNT 2 OUT OF 3 RULES (Any 2 championships required for victory)

You can either land on the FINISH square while in possession of the required championships at which point you can immediately be declared the winner.

Or you can initially land on the FINISH square without any or all of the championships required for victory, then proceed to challenge for the championship(s) required for you to become the winner. If you do not win the required championship(s) upon your first challenge when landing on the FINISH square then you must wait for your next turn and can challenge again when it's your go. Upon winning the required championship(s) you can then be declared the winner!

HOW TO PLAY 3COUNT

Players take turns to roll all 3 dice to work out the order of play. Player with the highest total 3 dice score goes first and decides the order of play (E.G. clockwise or anti-clockwise). If 2 or more players roll the same highest total number then those tied players roll again (and again if required) to determine who starts.

Passing the 'KNOW YOUR GO' counter round as players take their turns in order can be helpful to keep track especially when players get to the FINISH square and still need to win championships.

All players begin on the START square.

Players take it in turns to spin the spinner to see what colour or move (if any) they land on. The spinner must rotate beyond a full rotation otherwise the spinner should be spun again.

If you spin a red then unfortunately you have been knocked out, counted out or disqualified (for that turn only). Stay put where you are.

If you spin a green level move, you automatically move forward one square.

If you spin a white level move, you will need to roll the 3 dice to see if you can get a 3COUNT (a 1, a 2 and a 3). If you roll a 3COUNT then you move forward one square. If you do not roll a 3COUNT then you stay put. (All dice can be thrown together but it is more dramatic if you throw the 1 dice first, the 2 dice second and the 3 dice third.) Dice cup should be used and all 3 dice should land on the table to count as a legal roll.

To avoid arguments, any genuinely disputed or hard to call spins can be declared a WHITE level move and the player can then proceed to try and roll a 3COUNT.

The first player to land on the initial CONTINENTAL CHAMPION square automatically becomes continental champion and gains possession of the continental championship.

The first player to land on the initial INTERNATIONAL CHAMPION square automatically becomes international champion and gains possession of the international championship.

The first player to land on the initial WORLD CHAMPION square automatically becomes world champion and gains possession of the world championship.

Only the first player(s) to land on the 3 aforementioned squares become those respective champions. The square then becomes just a regular default square for everyone else who then lands on it after.

When a player lands on one of the 3 corner championship squares, they can then challenge that respective champion. E.G. If someone lands on the CONTINENTAL CHAMPION square they then challenge the reigning continental champion. (See HOW TO CHALLENGE FOR A CHAMPIONSHIP section.) Obviously if a reigning champion lands on their own championship square then they do not need to challenge themselves!

When a player lands on one of the CHALLENGE ANY CHAMPION squares, they can then choose to challenge for any ONE championship. (See HOW TO CHALLENGE FOR A CHAMPIONSHIP section.) Only one championship to be challenged for at a time even if a defending champion holds more than one championship.

Obviously if someone is a reigning triple crown champion and they land on any CHALLENGE/CHAMPION square then they need not challenge themselves!

Challenges cannot be saved / rolled over to be used later and players only get one challenge when they first land on any CHALLENGE/CHAMPION square (I.E. A player does not get another challenge if they spin a red or white next turn and remain on the same CHALLENGE/CHAMPION square.)

The exception to this is the FINISH square where players on that square can wait for their next turn(s) to challenge again if they have not won the required championships before landing on the FINISH square or upon their first challenge when landing on the FINISH square.

HOW TO CHALLENGE FOR A CHAMPIONSHIP

Champion's advantage = Champion rolls first. Take turns to roll all 3 dice until someone rolls a 3COUNT. No other dice value matters other than a 1,2 and 3 but if anyone rolls 3 blanks (whether rolling all 3 dice together or rolling the 3 dice one after another) then that player immediately loses the challenge and the other player wins/retains the championship. (To be clear, champions CAN lose their championships this way.)

Note: 3 blank dice does not mean anything during normal gameplay (I.E. when rolling following a white move spin).

Remember (if you want) to ring the bell before commencement of championship challenges and when there's a 3COUNT.

If someone wants to be involved without playing the game then it can be fun to have a designated referee, responsible for officiating over the 3COUNTS and spins, ringing the bell, awarding the championships and declaring the winner.

If you want to take and share pics of your championships and games wins, you can tag us in @princeandtiger (currently on Facebook, Instagram and Twitter) or @princeandtigerofficial on some media, using the following hashtags...

#3COUNT

#3COUNTGAME

#WRESTLINGBOARDGAME

For a chance to feature on our websites / social media, send your pics/vids to us direct at @princeandtiger or @princeandtigerofficial or email to 3countgame@gmail.com

NOW IT IS TIME TO PLAY THE GAME... WHO WILL HAVE VICTORY? ENJOY!