

Triple threat— 3-4 player game

Set up:

shuffle the deck and flip the top card over, put it next to the deck, that card is called jack pot. Now deal 7 cards to each player. All players check to see if they have 3 of-a-kind in any set,

If they do, they remove them and place the set in front of themselves.

If they have 2 sets of a three of a kind then they choose which set to keep and discard the rest back into the deck.

Any player with a three of a kind is called a triad. All Triads must discard their hand, and draw 5 cards.

There can only be 2 triads in a round, if there are 3 or more, then the round is over and it starts again.

All Triads work together to get 300 points to win. All Non-Triad members also work together to get 300 points to win.

See extra rules page for other play styles.

If there are no Triad players, then play under the extra rule *All For Your Self*, for the rest of the game. Now that everyone thing was been dealt with, decide who's going first, with can be done in any way fill a coin, pick a card, Rock Paper Scissors, ect. If there are 2 Triads, the let the decide which goes first.

Objective:

the objective is to beat the triads to 300 points

How to play:

Triads go first in every trick, begin by playing a card from your hand in front of you, play passes to the player on your left, which must equal or exceed your card in order Ex: Triad player 1 plays junk of June, player to his left plays a junk of June has well, the second Triad player plays a junk of September, the Triads are currently leading by having the highest rank card at the moment. If you do not have a card that can equal or exceed the

current card, then you must pass, and play no cards, you're now out of the current trick. You may also pass, and not play any cards in that trick if you want to save cards. EX. Triad player plays junk of September, non-triad player also plays junk of September, now you play, you have the Phoenix (the highest of all the cards) and wish to save it, so you pass, and play passes to the next player, you are now out of the current trick, and may not play anymore cards. The trick can keep going between all the players until either no one has any cards, or until someone plays the highest card (the Phoenix). After each trick, all players redraw their cards back to their original hand. If the deck runs out before someone gets 300 points, shuffle all cards claimed in tricks back into the deck, just make sure to write down the score, all players keep their hands. If someone plays an animal, ribbon or bright, then the next player must beat the card in rank of the current suit. Eg: Triad player 1 plays ribbon of June, the next player must exceed June i.e August, September etc, or play Animal of June. The winning team of that trick gets all the cards. Junks are worth 1 point, ribbons are worth 10, animals 20, and brights 50.

Triads get to triple one of the cards they claimed in that trick. But it may not be a bright. All triad cards are added together after a trick to equal the total amount of points they have. All non-triad members do the same

Jack pot card:

in the centre there is a card. That card is called the jack pot, each time a player plays a card that matches the jack pot, the current points are doubled, if a two cards are played then it's tripled, if three cards are played then it's quadrupled. There is an extra rule that can be played with it. See extra rules page

Card Ranking:

Junk, Ribbon, Animal, Bright
Lowest Highest

Month ranking:

January—December
Lowest Highest

Extra rules

Rain Right rule

If it's currently raining while you are playing, then the storm card triples your points if it's the last card placed to claim a trick.

All for you self

This is another way to play. Instead of being on a team, all players are for them selfs. All rules still apply except their can be any amount of triads, and no one is aloud to triple points.

Betting

Before placing your bets, all players must look at their cards and deal with any three-of-a-kind.

Now, the Triads get to place their bets first, followed by all none Triad members which must exceed the previous bet. If a card of the same suit is pulled twice in a row in the jack pot cards

Then the all current bets are doubled, or tripled if a card from the same suit is pulled three times in a row

—creator, LongBeak—

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