

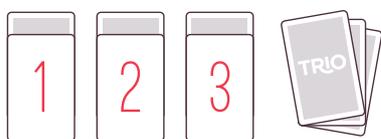
# TRIO<sup>®</sup> THE RULES

## 1 AIM OF TRIO

Be the first player to discard all of his/her cards.

## 2 DEAL

Each player is dealt a row of three cards face down on the table. These cards are then covered with three face up cards. Finally three more cards are dealt face down to each player who holds them in their hand.



The remaining cards are placed face down to form a **DRAW** pile. Players have a one-off chance to exchange any number of cards from their hand with their face up cards on the table. High cards and special cards (see special card reminder) are advantageous and should be swapped from the players' hand with the face up cards where possible. Lower ranking cards should stay in hand. Players may never see the face down cards until they are played.

## 3 PLAYING TRIO

The player with the lowest card in hand (determined amongst the players themselves) begins by discarding it to form the **DISCARD** pile.

Taking turns clockwise, the next player has to play a card of the same value, higher or use a special card. The only exception being if the previous card is a 4 which forces the next player to play same value, **LOWER** or use an appropriate special card. Players may put one or more cards of the same value down together in one move. If all four cards of the same value are discarded by one player, or by consecutive players, the discard pile is burned (Burning means all cards in the discard pile are taken out of play). The player who burns the pack starts the discard pile with a card of choice.

Players who cannot or do not wish to play in their turn must pick up the discard pile and add to the existing cards in their hand. The next player starts a new discard pile with a card of their choice. After discarding a card/s the player must pick up a card/s from the draw pile to ensure a minimum of 3 cards are always in hand until the draw pile is finished. Optional rule: if a player forgets to pick up to make their three card minimum they must pick up the discard pile.

## 4 END GAME

Once the draw pile is finished, players must first use up all the cards in their hand. Next they must use the face up cards and finally the face down cards. These face down cards must be discarded without the player turning them over and seeing them in advance, flipping the card onto the discard pile in turn.

If the flipped card is playable then the game continues as normal. However if the flipped card is not playable the whole Discard pile must be picked up and held in the player's hand. This player must play from their hand for all subsequent turns until their hand is finished before play can continue from the table. The next player starts the discard pile with a card of choice.

If at any point when the players are playing their face up or face down table cards they cannot or do not wish to discard then they must pick up the discard pile into their hand and play from their hand for all subsequent turns until the hand is finished (as above for an unplayable flipped card).

Only when the cards in hand are used can play resume again from the table.

TRIO continues until a player has no cards left - they are the winner and become the dealer for the next round.

