

# Trio

Roger's Rules: Firedrake/BGG

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## Goal

Score winning trios before the opposition.

## Setup

Choose [simple] or [spicy] game.

Shuffle cards and deal to

players: ③ 9, ④ 7, ⑤ 6, ⑥ 5.

- turn over any card on the tableau.
- reveal the lowest or highest card in your hand;
- choose a player, and require them to reveal the lowest or highest card in their hand;
- repeatedly reveal cards, by any of:

## Turn

Remainder form a tableau in centre of table.  
Each player sorts their cards into order.  
Take turns until victory.

Do this until:  
*either* you reveal a non-matching card (all go back where they came from, tableau cards face-down);  
*or* you have three matching cards, in which case you collect that trio.

## Winning

A player wins if they have collected:  
- The 7 trio  
- [simple] any three trios  
- [spicy] two connected trios (bottom corner numbers)

## Team variant

Set up teams of 2 players, who sit opposite each other.  
Deal out all cards with no tableau.  
Each team may choose to swap one card from each player to the other.  
Teammates may not communicate by any other means.  
Trios are collected by teams, not individual players.  
Whenever a team collects a trio, they may choose to swap.