

Trio Treasures

2-4 Players

Build Trios of Cards to Boost your Score!

Story:

In this game the Treasures are Three Card Melds called Trios. Will you gather the easy to find Trios or hold out for the more valuable ones? Plan wisely if you want to win!

The Object:

Build and collect as many high scoring Trios as you can to earn the best score!

The Deck:

Remove the Jokers and Kingdom cards

The Deal:

Deal three cards to each player and turn one card up for a discard pile. The rest of the deck becomes the draw pile.

The Play:

Players take turns drawing one card and discarding one card onto the discard pile. You may draw from the top of the draw pile or the top card from the discard pile.

Your goal is to make a "Trio" of cards. You have a Trio when:

All three cards have all the same Colors OR all different Colors,

And all three cards have all the same Items OR all different Items,

And the three Numbers are all the same OR a "Low Run" (1, 2, 3) OR a "High Run" (2, 3, 4)

When you have collected a Trio, show it to the other players and put it face up beside you (So everyone can see what cards are in it).

After you put your Trio down you may either: discard the card you hold and draw three more cards OR Keep the card you still hold and just draw two cards to end your turn. You may draw from the Draw pile or the Discard pile. If you choose to discard, you must choose before you begin to draw.

If your three new cards make a new Trio you may play that before your turn is over and then draw three more cards.



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The End:

Continue playing until there are no more cards left in the draw pile. When the draw pile is empty, each player has a chance to take one more turn drawing from the top of the discard pile if they wish. Add the scores of each players' Trios to their total (Scoring method shown below).

The game ends when any player reaches 300 points at the end of a round. The player with the most points at the end wins!

Scoring:

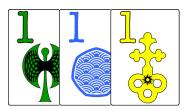
The base score for each Trio starts with the Numbers: Low Runs, High Runs and All the Same. Then you get additional score bonuses for matching Items and Colors.



Low Run (1, 2, 3): 10 points (This Trio is 10 points)



High Run (2, 3, 4): 15 points (This is 15 points)



All the Same Number: 15 points plus the total of all three numbers (This is 18 points)

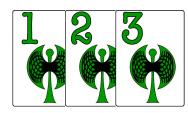
Add these bonus points to your base score from a Low Run, High Run, or All the Same Number.



Flush (All the same Color):
add 10 points
(This Trio is 20 points)



Match (All the same Item):
add 15 points
(This is 42 points)



Match & Flush
(All the same Item and Color):
add 30 points
(This is 40 points)

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