

As you are making the play, call out the feature being matched. (For example RED)

Each time you use a card from your hand, replace it with a card from your pile so you always have four in your hand.

If, at any time, play comes to a standstill because no one has a card they can play, players should take another card from their pile.

The first player to get rid of all his or her cards is the winner. Shout out "Tripolo" to let everyone know!

If no player can make another play, player with fewest cards is the winner.

TRIPOLOTM

card game



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BY MAUREEN HIRON

TRIPOLOTM

card game

2-4 players
Ages 6 & up

By Maureen Hiron

OBJECT OF GAME

Be the first player to get rid of all your cards by creating “Tripolos” of three matching cards in row.

GAME COMPONENTS

64 cards. Each card has three different features: animal, color, and letter.

GAME SETUP

Shuffle the cards. Lay the top 9 cards face up in a grid, with three rows of three cards each.

Remaining cards are divided up as evenly as possible

between the players. Any extra cards can be set aside.

Players shuffle their individual piles of cards and place them face down in front of them.

GAME PLAY

Players take the first four cards from the top of their pile and hold them in their hands.

Look for places in the grid to play your cards. If there are 2 cards in a row of a similar feature (animal, color, or letter) you may play a card from your hand with a matching feature to make three in a row horizontally, vertically, or diagonally. (As in tic tac toe)

No need to wait for your turn—as soon as you see two in a row, place a card from your hand to make it a TRIPOLO.

The card you play must always change the row. For example, if there’s already a row of three dogs, you may not play a dog on top of another dog unless you are changing the color or letter.