



TRIO

Hand Style

CONTENTS

306 Blue Character Cards - Use these to create your winning team

72 Pink Activity Cards - This is the activity that your team will be doing

SET UP

- Each player starts with seven Character Cards in their hand.
- The remaining Character Card deck is placed face down as a draw pile.
- The Activity Card deck is placed facedown in the middle.
- Choose a player to be the Evaluator first.
- The remaining players use the cards in their hand to create the best three person team for that activity.

PLAYING THE GAME

- The Evaluator draws an Activity Card from the top of the deck and reads it aloud to the group.
- While the other players are choosing their teams, the Evaluator should close their eyes so they do not know which team belongs to each player.
- Each player places their three cards, in a stack, facedown in front of the Evaluator.
- Without mixing the stacks together, the Evaluator turns over each team and reads each card aloud.
- Once all cards are turned over, the Evaluator chooses which team is best.

- The player who submitted the best team wins the round and earns a point.
- Another player becomes the Evaluator, and players draw three more cards from the Character Card deck.
- Play continues until a player has reached the number of points agreed upon in order to win.

Roleplay Cards

- If the Activity Card indicates ROLEPLAY, then players should submit team members to fill each specific role indicated on the card.
- Cards should be submitted in the order of the roles listed on the card and the Evaluator should read them in the order of the roles listed on the card (For example, if the ROLEPLAY Card is "Plan Your Wedding" and the roles listed are 1. DJ, 2. Caterer, and 3. Officiant, you would place the DJ card on the bottom, followed by the Caterer, and the Officiant on top. That way, when the Evaluator flips the cards over, they will be in correct order.).

Competitive Mode

- Instead of choosing the best team, the Evaluator chooses the top two teams.
- The players with the top two teams each take a turn briefly describing why they think their team is the best.
- The Evaluator should choose which team pitches first.
- The Evaluator then chooses the winning team.
- The player who submitted the winning team earns two points and the runner-up gets one point.