**Rule Sheet for *THREES!***

# Objective of the Game:

To either risk trying to focus on picking up as much points as you could and then win the round! Or play carefully and just focus on trying to win!

# What is Needed to Play:

* Two decks of cards with joker. (one deck is ok if there is only 2 players)
* Pen and paper to keep down the scores recommended.
* 2-4 players.

# How to Set Up the Game:

* Each player gets to start with 12 cards.
* The rest of the cards can be placed in the middle for the players.
* Prepare a piece of paper and a pen or pencil and write down the name of each player to keep down the scores.

# How to Play the Game:

* After the players get their 12 cards, the players can discard any cards that can grant them a point before the game starts. (later explained in How to Score)
* The decision of which player gets to go first can be used with the process of Rock-Paper-Scissors.
* The decision of the whether it is counterclockwise or clockwise is decided by the first player for this round.
* The player then must grab three cards from the top of the deck when it is their turn.
* The player then must discard any three cards from their hand or discard any set of cards that can grant them a point in their turn.
* Whenever a player gets a four-of-a-kind, they can discard the four of a kind with two additional cards they choose.
* Whenever a player gets a straight, they can discard the straight along with any one additional card the player chooses from their hand.

# How to Score:

* When a player sees a straight with three cards (ex. 6♠ 5♠ 4♥) or a three-of-a-kind (9♠ 9♥ 9♦), they can decide to discard them to get one point or keep them in the hands.
* Discarding a straight or a four-of-a-kind grants the player three points.
* The player can only get the points when they win the round, the other players do not get any points at all that particular round.

# How to Win:

* The player must clean all the cards in their hand in order to win, the player then has to count how many points they earned this round and write it on the paper under their name.
* The player with the most points after 12 rounds wins!!!
* If there is a tie after 12 rounds, additional rounds can be applied until there is one winner.

# Additional rules:

* If there are no more cards from the deck, the player with the most points win the round.
* If there are multiple people with the same amount of points when there are no more cards on the deck, all of the winners get to put their score on the paper.
* Play fair and enjoy !!!!
* Jokers can be used as wild cards!