

Pin Combi Trio

- Recommended number of players: 2 to 5 people
- Time required for one play: about 20 minutes or more
- Target age: 7 years old or older
- Difficulty of rules (*): ★☆☆☆☆ (super easy)

Let's aim for everyone's debut by combining entertainers!

"Pin Combi Trio" uses an entertainer card with numbers from 1 to 80. The cards on hand = performers belonging to their own office are combined with pins (1 person), a combination (two-person) or a trio (three-person group) to debut.

"I'll be a first-class entertainer someday"... Whether a little dull entertainers can debut depends on the player's arm!

[Game Preparation]

Let's receive 13 comedian cards!

In this game, the number of cards used varies depending on the number of players. Prepare the following cards and put the rest of the cards in the box.

- 2 players – 1-40
- 3 players – 1-50
- 4 players – 1-65
- 5 players – 1-80

Each player receives 13 randomly received cards and uses them as their hand. Those 13 cards are entertainers who belong to their own office.

In addition, cards that were not distributed will be used as mountain cards in the center of the table.

[Start of the game]

Let's make the entertainers debut one after another!

If you decide on a start player in an appropriate way such as rock-paper-scissors, start the game immediately!

The start player will put the card out in the center of the table with one of the following three types of sets. When the start player finishes putting out the card, the next player to the left. It's the same kind of set that you've already put out, and if you have a stronger combination, you can put it out.

[One sheet (pin)]

Take out an entertainer card from your hand! The next person has to give a pin entertainer with a bigger number than that!!

[Two-piece (combination)]

Put out two consecutive cards with card numbers such as "40" → "41" and make it a combination. The next person will be put out with a bigger sequential number.

[Three pieces (trio)]

The difference between the card number "2", "5" and "8" will be the same 3 cards! The next person will make three cards that are bigger than that, for example, 60, 70, 80 (the difference is 10).

The point is 3 pieces (trio)! The difference is OK no matter how big it is, so if you think about it carefully, you often notice unexpected combinations. However, if you only prioritize 3 sheets (trios), you may not be able to keep up with 1 sheets (pin) or 2 sheets (combining)...!?

It is important to think about the strength and combination of the overall card and put it out in a good balance!

[About the pass]

If you can't take it out or don't want to take it out, replenish one!

If you don't have a card that you can put out when your turn comes, or if you don't want to intentionally put it out even if you can, declare "pass". Let's draw a card on the mountain card and add it to your hand.

Players who pass once can't get the next card until the cards on the field run out, so be careful. If you have already run out of mountain cards, continue without drawing a card.

[Win conditions]

A player who has sold all his cards wins!

If everyone except the player who issued the card at the end passes, put all the cards in the center of the table together and make it a "abafuda" different from the mountain card.

The last player who draws the card becomes the next start player and puts out the card again. Repeat these, the first player to put all the cards out of his hand is in first place!

After that, continue the game until the last one remains, and the ranking will be decided in the order in which you have put out all your cards!

This is the point: Think about how to use your card!