Contents:
100 red and white poker chips
2 poker sized mats
1 deck of poker size playing cards

TRIPOLEY®

Set-up:
1. Divide the chips evenly among all the players.
2. Each player places one chip on each section of the Tripoley® layout (Ace, King, Queen, Jack, Ten, King-Queen, 8-9-10, Kitty and Pot.)
3. Choose one player to start as dealer.
4. Use the Tripoley® Playing Cards or any standard deck of playing cards. Remove the Jokers and deal out the entire deck to all players.
5. Tripoley is a combination of three separate games played in the following order: Hearts, Poker, Michigan Rummy.

Object: In Tripoley®, players collect chips through a series of games, which includes Hearts, Poker & Michigan Rummy. The player who collects the most chips by the end of the game wins.

Play:

HEARTS (PAY CARDS)

Hearts provides an opportunity for players to collect chips for specific cards they may be holding in their hands.
- In no certain order, holders of the Ace, King, Queen, Jack, and Ten of Hearts place the card or cards in front of them and collect the chips from the matching Tripoley sections.
- If a player has both the King and Queen of Hearts, he/she can take chips from the King Section, the Queen Section and the King-Queen Section.
- Chips from thee 8-9-10 Section are won by any 8-9-10 sequence in one suit. The holder of the 8-9-10 of Hearts, Diamonds, Spades or Clubs can collect the chips in that section. If more than one Player is in possession of an 8-9-10 sequence, the chips are divided equally among those players.
- Uncollected chips and chips located in the Kitty and the Pot are not collected in the Hearts portion of the game.

POKER

To play the Poker portion of Tripoley®, Players use the same hand from the Hearts round. Any Hearts laid out by a player to collect chips are placed back in his hand to be used in the Poker round. Players must choose only five cards from their entire hands to form the best Poker hand possible. Poker hands rank as follows from best to worst:

1. Straight Flush (i.e. 3-4-5-6-7, all one suit)  
2. Four of a Kind (i.e. All four Aces)  
3. Full House (Three of a kind, and one pair)  
4. Flush (5 cards, all one suit, but not in sequence)  
5. Straight (i.e. 3-4-5-6-7, different suits)  
6. Three of a Kind  
7. Two Pairs  
8. One Pair

Once each player forms his best Poker hand, he places the remaining cards aside and only play with his chosen five.
- The dealer starts the betting. Depending on the value of his hand, the dealer may pass or bet.
- If he does bet, the other players must match or raise the bet. A player who does not match or raise the bet must fold his hand and cannot win the Poker portion.
- All bets and raises are placed in the Pot.
- Players may wish to set limits on how many chips may be bet and how many raises are allowed.
- After the betting is completed, each player must reveal his Poker hand, starting with the last player who raised the bet.
- The player with the best hand wins all of the chips in the Pot.
MICHIGAN RUMMY
To begin the Michigan Rummy portion of Tripoley®, players again use the original hand they started the game with.
- The dealer begins the Michigan Rummy round by laying the lowest card in his hand (regardless of suit) in front of him calling it by name with the two being the lowest card and the Ace the highest card. The player who holds the next highest consecutive card in that suit then lays that card in front of him. NOTE: The card must be laid down in exact sequence. If a two of Spades is played, only the player holding the 3 of Spades may play the next card.
- Since the “dead” hand may contain cards in the chosen sequence, there will often be missing links in the sequence, when no player will have a card to play. When the next card in sequence cannot be played due to a missing card or due to the fact that the highest card in the Suit has been played, the player who played the last card restarts the sequence. The new sequence must be a different Suit from the one just ended. The player may play a card of any other suit, as long as he plays the lowest card of that suit in his hand. If the player does not have a card of a different suit to play, the player to his left begins the new sequence with a new suit.
- A player may only change suits, when a sequence is stopped or ends. Players continue to build upon sequence, discarding their cards whenever possible. The first player to discard all the cards in his hand wins the Michigan Rummy portion and all the chips in the Kitty. The other players pay the winner one chip for each card left in their hands.

END OF GAME
After completing the first round of Hearts, Poker & Michigan Rummy, the Deal will pass to the left. The new dealer will re-shuffle the cards and begin again by placing chips on each of the Tripoley® sections (Ace, King, Queen, Jack, Ten, King-Queen, 8-9-10, Kitty and Pot) then dealing out the deck to all players plus a “dead hand”.
The game may be ended after any round or after a pre-determined amount of rounds. To distribute any remaining chips on the Tripoley layout, use the following option:

Showdown Poker
All cards are collected and shuffled. Five cards are dealt face up to each player. This is a “Showdown” Poker hand and the player with the best Poker hand wins the remaining chips on the Tripoley® layout. Players may also place bets before the “Showdown” hand is dealt.

Winning
The player with the most chips at the end of the game wins!

VARIATIONS IN PLAY
- Players may wish to combine Michigan Rummy and Hearts, eliminating a separate game for Hearts. During Michigan Rummy, players collect chips for Pay Cards that they play ((Ace, King, Queen, Jack, Ten, King-Queen, 8-9-10). Players do not receive chips for Pay Cards left in their hands at the end of Michigan Rummy.
- After looking at his hand, the dealer may exchange it for the “dead” hand or sell it to bidding players (the dealer may not look at the “dead” hand before making his decision. If the dealer chooses to sell the “dead” hand, the player who bids the highest amount of chips, exchanges his hand for the “dead” hand and pays the dealer the amount bid. The chips may also be placed in the Kitty, so other players have the chance to win it.
- Players may determine specific values for different color Tripoley® chips. Placing higher value chips on the Tripoley® layout adds a twist to standard Tripoley® play.

TEXAS HOLD ‘EM

OBJECT: Players try to win the most chips by creating the best hand using five of the seven cards available. The hand is made up of two cards that a player is dealt plus five shared (“community”) cards.

BEFORE PLAY
- Chips are divided evenly between all players OR a certain number of chips may be given to each player.
- Players decide bet limits, (how many chips may be bet in a round and how many raises are allowed). Players can also choose to play “No Limit” which means simply that there are no limits on what one can bet in any round.
- Players place a chip on their game sheet “Place Bet” circles. This is an “ante” or price of admission to the game.
- A dealer is selected. The dealer function will pass to the left in subsequent hands. The deck is shuffled and two cards (called “pocket” cards) are dealt, face down, to each player. Players may look at their cards.

PLAY
1. The player to the dealer’s left decides whether to:
- Stay in the game, but make no bet. This is called checking.
- Stay in the game, but make a bet, placing chips on his/her betting circle.
- Drop out (“fold”). The player’s cards are turned into the dealer, and he/she is out for that hand, although that player may take part in future hands. The player should not show his/her cards to the other players.

2. Play passes to the left and subsequent players may:
- Check (but only if the first player has chosen this option).
- Match the previous player’s bet (“call”) by placing the same amount of chips in their betting circle.
- Raise (increase) the bet. If a player raises, all players must put an equal number of chips into their betting areas immediately, to meet the player’s raise.

3. Fold.
4. The player to the dealer’s left now checks, makes a bet, or folds.
5. Subsequent players match the starting player’s bet, raise it, or fold.
6. The dealer places a fourth card face up on the “turn” area of the game sheet.
7. Players may bet again.
8. The dealer now places a fifth card face up on the “river” section of the game sheet.
9. A last round of betting takes place.
10. Individual players now use any combination of their 2-card hand plus the five “community” cards to form a 5-card hand. All five cards are used. If two players have the same hand without using all five cards, the highest card not used determines the winner.
11. The player with the highest-ranking poker hand (see Poker Hand Rankings below) wins all the chips on the game sheet. If two players have identical hands a tie is declared and the pot is split.
12. A new round begins with the player to the dealer’s left shuffling and dealing new cards.
13. A player is out of the game when he has no chips remaining. When one player wins all the chips the game ends, and that player is the winner.

TOURNAMENT PLAY OPTION

As players gain experience, they may want to increase the amount bet in a game. This version of Texas Hold ‘Em is the same as the standard game with the following exceptions.

1. Prior to dealing ANY cards, a minimum bet limit is established by players. The player two seats to the left of the dealer then makes a “small” blind. This is the minimum bet allowed (for example, two chips). The player immediately to the left of the dealer then makes a “big” blind. This is usually double the "small" blind (four chips), but can be any amount more than the "small" blind. This ensures that every hand has value.

2. Two cards are then dealt face down to each player. The player sitting in the third seat to the left of the dealer (the blinds count as the first two bets) may:
   - Call—matching the big blind amount.
   - Raise—adding more chips than the big blind amount.
   - Fold—drop out of that round.

3. The betting continues, to the left, around the table. When it reaches the small and big blind players they, too, may call, raise, or fold.

4. The three “ flop” cards are then placed face up on the game sheet. Another round of betting begins, starting with the player to the dealer’s left. Each player may check, call, raise, or fold. (There are no additional big and small blinds during this hand.)

5. Play continues as in regular play. At the end of the round (all players have served once as dealer), the blind (or amount bet) may be raised.

BLACKJACK (2-6 Players)

OBJECT: To beat the dealer by having cards with a total value closest to 21, without going over. In this game, the players compete only against the dealer, not other players. Card values are as follows:
- Ace equals 11 OR 1 (player’s choice)
- Face card (King, Queen or Jack) and the ten card count 10
- Other card values (2 to 9) are equal to their specific numbers (a 5 is worth 5 points, etc.)

BEFORE PLAY
- Players determine betting limits, if any.
- One player is chosen as dealer. (The dealer function will pass to the left in subsequent games.)
- All players make an initial “ante” before the cards are dealt. The chips are placed on the game sheet betting circles.
- The dealer shuffles the deck and allows the player to his left to cut it.

PLAY
- One card is dealt face up to each player and the dealer. (Cards are placed on the marked areas of the game sheet.)
- Each player may place a bet. The dealer may double any bet. Players may then redouble, if they choose.
- Another card is dealt face up to each player. The dealer’s second card, however, is dealt face down. (The dealer may only look at his/her second card if his face up card is an Ace, Face Card, or 10.)
- The goal is to have cards whose combined values are closest to 21, without going over. If the first two cards total 21 exactly, the player has “Blackjack.” He/she will “stand” the remainder of the game and not take any additional cards.

INSURANCE
If the dealer’s face up card is an ace, other players may make an “insurance” bet. This will cost the player one-half of his first bet in the game. Odds are 2 to 1, so if the dealer has Blackjack, the player will win double his total bet. If the dealer does not have Blackjack, the player loses his insurance bet. However, his/her first bet is safe until the end of the game.

DOUBLE DOWN
If the first card dealt to a player is a 10 or 11 value, the player may double his/her bet. He/she is then dealt only one more card.
SPLITTING
If the player is dealt a pair, he/she may split the cards, creating two separate hands. He/she may make another bet equal to the first. When requesting new cards, they are dealt face down.

HITTING (Requesting more cards)
1. After receiving two cards, a player may ask the dealer for another card. He/she does this by tapping their fingers on the game sheet HIT space. The player may continue to collect cards until he/she chooses to “stand” (cards total less than or equal to 21) or “busts,” (cards total over 21).
   - If a player “busts,” he loses his bet to the dealer.
   - If the player “stands,” he waits until all players no longer request cards, then settles with the dealer.

DEALER’S CARDS
When there are no more requests for cards, the dealer turns his/her second card face up. The dealer may “stand,” or take another card. If the dealer has 16 or less he/she must take another card. If the dealer has 17 or more he/she may not take another card.

   - If the dealer has Blackjack, he/she wins all player bets, except for any other player that has Blackjack. With those players there is a draw, the player keeps his/her bet, but wins no additional chips.
   - If the dealer does not have a “natural” (Blackjack with only 2 cards), he/she pays any player who has a natural Blackjack the bet plus one-half of the total (5 to 1). However, a player may elect to take “even money” (2 to 1) if the dealer’s face up card is an Ace. Face Card, or 10.
   - If the dealer “busts” (goes over 21), he/she pays the other players the amount they bet.
   - If the dealer stands at 21 or less, he/she pays off any player with a higher total.
   - Any player with a lower total than the dealer loses his/her entire bet to the dealer.
   - If the dealer ties with another player, (17 each, for example), it is known as a “push” and no chips are exchanged between the dealer and player. Players can also choose before the start of play to award the chips to the dealer on all ties.

Bets are settled in a clockwise direction from the dealer’s left to his right.

NEW GAME
When bets have been settled with all players, a new game may begin. This time the player to the dealer’s left will become the dealer.