



The Game of
Michigan Rummy, Hearts & Poker
For 2 - 9 Players Ages 8 & Up

NOTE: There are many ways to play Tripoley®. These are the original instructions for the game. Over time, Tripoley® enthusiasts have added, deleted and deviated from these rules to create the games that they love and remember. Feel free to add your own variations and rules to this popular game!

SET-UP

1. Divide the chips evenly among 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.

IMPORTANT: In addition to dealing to the players, the dealer must also deal an extra hand or “dead” hand (This hand remains face down, unless players choose to use the option under Play Variations.) Depending on the number of players, some will have more cards in their hands than others.

5. Tripoley® is a combination of three separate games played in the following order: Hearts, Poker, Michigan Rummy.

OBJECT OF THE GAME

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.

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, 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 the 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 plays 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 hands with which they started the game.

- 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 again. 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 his 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.



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