Tripoley for Kids is a series of three classic games: SNAP, WAR, and Rummy, combined in a totally new way. These three games are played in three different parts to make up a single round of Tripoley for Kids.

## Contents:
1. Tripoley® Board
2. Playing Cards
3. 120 Scoring Chips

### GENERAL SETUP
1. Place the game board in easy reach of all the players.
2. Place all the cards in one pile and fan them out in front of each player. Each player takes cards from the pile to build his own hand.
3. Each player is dealt two cards and places them face-down on the table in front of them. These are their starting hands.
4. The dealer places the remaining cards on the table in a line, face-up, as described above. The next player to the dealer’s left places the remaining cards on the table in a line, face-up, as described above.
5. Divide the cards into two piles: odd-numbered cards (1, 3, 5, etc.) and even-numbered cards (2, 4, 6, etc.). The odd-numbered cards are placed in front of the player to the dealer’s left, and the even-numbered cards are placed in front of the player to the dealer’s right.

### PART 1: SNAP
1. The object of this part of the game is to collect as many “books” of cards as you can before the “STOP” card is drawn.
2. The dealer deals out the cards, one at a time, face-up, to each player in a clockwise direction. Players place their cards face-down in a pile in front of them.
3. Players may not look at the cards in their individual piles during play.
4. The person to the dealer’s left turns over the top card and places it face-up on the table. The next player to the dealer’s left turns over the top card and places it face-up on the table. This process continues in a clockwise direction until all the cards have been turned over.
5. When there are matching cards on top of three face-up cards, the player to the dealer’s right must find a matching card on top of one of the face-up cards. If a matching card is found, the player to the dealer’s right must exchange the matching card for the three face-up cards. If no matching card is found, the player to the dealer’s right must place the three face-up cards in a new pile.
6. The game ends when all the cards have been turned over. The player with the most cards wins the round.

### PART 2: WAR
1. The object of this part of the game is to collect as many “aces” cards as you can before the “STOP” card is drawn.
2. The dealer deals two cards each to the players, face-down in front of them. The player to the dealer’s right places the top card of their hand face-up on the table. The next player to the dealer’s right does the same with their top card. This process continues in a clockwise direction until all the cards have been placed face-up on the table.
3. Each player places their top card face-up on the table. The player with the highest card wins the hand. Take all the cards from the winning player’s hand and discard them. The remaining players place their hands in a new pile.
4. The game ends when all the cards have been placed face-up on the table. The player with the most cards wins the round.

### PART 3: RUMMY
1. The object of this part of the game is to collect as many “aces” cards as you can before the “STOP” card is drawn.
2. The dealer deals two cards each to the players, face-down in front of them. The player to the dealer’s right places the top card of their hand face-up on the table. The next player to the dealer’s right does the same with their top card. This process continues in a clockwise direction until all the cards have been placed face-up on the table.
3. Each player places their top card face-up on the table. The player with the highest card wins the hand. Take all the cards from the winning player’s hand and discard them. The remaining players place their hands in a new pile.
4. The game ends when all the cards have been placed face-up on the table. The player with the most cards wins the round.

### WARNING:
Players may decide not to play Tripoley for Kids at the end of the round of three games. The player with the most chips wins them all. Game ends when no one wants to play any more cards at the table.