

# 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.

## Playing 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 set, play rotates to the left. If you can play to the same kind of set that is already out, and if you have a stronger combination, you can play.

## Pin - One card

Play a single entertainer card from your hand! The next person has to play a Pin entertainer with a bigger number than that!!

## Combi - Two cards

Play two consecutive cards with numbers such as 40 → 41 and make it a Combination. The next person will need to play with a bigger sequential number.

## Trio - Three cards

Play three cards. The difference between the card numbers forms a Trio. For example, a set of cards 2, 5, and 8 will have difference of 3 between cards! The next person will need to play three cards with a bigger difference than that. For example, 60, 70, and 80 (so the difference is 10 between cards).

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 Trios, you may not be able to keep up with Pins or Combinations!

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

## Passing

If you can't play to a set or don't want to play to a set, draw another card!

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, then you must declare "pass". Then you will draw a card from the mountain (draw pile) and add it to your hand.

Players who pass cannot play to the same set they passed on 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.

If everyone passes except the player who first played the set, put all the cards in the center of the table together and make it a discard pile, different from the mountain.

## Win Condition

A player who has played all their cards wins!

The last player that played a card becomes the next start player and plays a set again. Repeat until the first player to play all the cards from their hand is in first place!

After that, continue the game until one player remains. The ranking of winners will be decided in the order in which you have put out all your cards!