



TROLL TRIOS



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BUMBLEHOOK

6

6

6

4

BURPLEBLAST

4

4

5

CENTISPEEDY

5

5

8

CLOBBERWONK

8

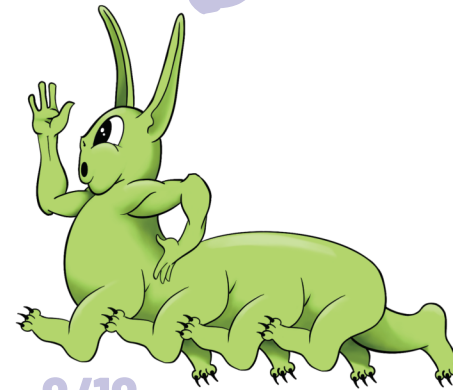
8



+1



+3/11-



+2/12-



-1



TROLL TRIOS



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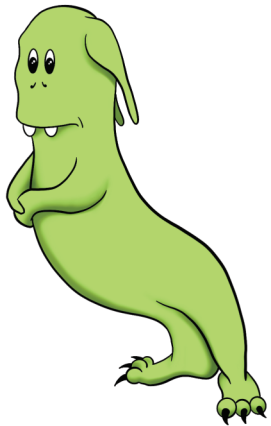
TROLL TRIOS



FLIBBERMUK

11

11



-4

PLODZ

2

2



+5/9-

BOOM BOOM SNOG

3

3



+4/10-

BULLYWACK

7

7

7





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CROONHILDA

9



9



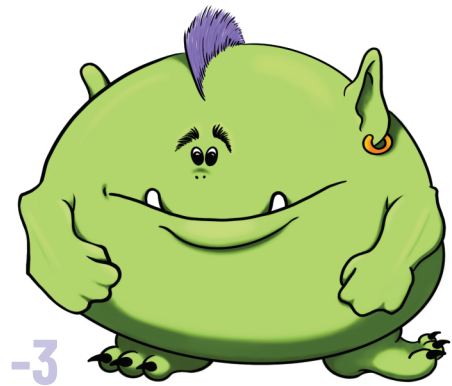
-2

PHATSLORBO

10



10



-3

CYCLOPSICLE

1



1



+6/8-

DARYL, DARYL, & DARYL

12



12



-5



### SETUP

- Remove the #11 & #12 cards for 2 players
- Deal cards, then remainder in face down market
  - 2 players: deal 10
  - 3 players: deal 9
  - 4 players: deal 7
  - 5 players: deal 6
  - 6 players: deal 5
- Players sort hands in ascending order

### TURN STRUCTURE

1. Ask any player (including themselves) to reveal their HIGHEST or LOWEST card  
OR reveal one card in the central market  
*Repeat this process until a non-matching card is revealed or a trio is formed*
2. Collect trio, otherwise return cards to hands/market.
3. **Variante:** even numbered trios between 2 and 10, say "Merry Christmas!" and pass hands clockwise

### GAME ENDS WHEN A PLAYER...

- Collects a trio of the #7 cards, or
- Collects 3 trios, or
- Collects 2 trios that add/subtract to 7

### TEAM VARIANT

- Teams of 2 across from each other
- Team members swap 1 card after the deal
- No team communication (verbal or nonverbal)
- All **other** teams swap 1 card with each other when a trio is won