COMBO3

Play the COMBO and win!

A tricky card-shedding game for 2 to 6 players ages 8 and up, by Patrick Katona

Game Concept

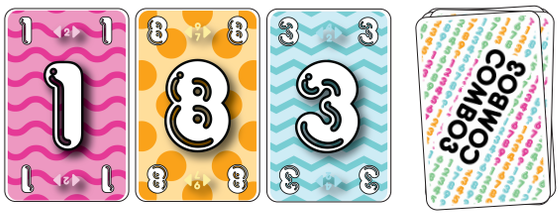
In COMBO3, your goal is to play the cards from your hand as quickly as possible.
The tricky part is that there are 3 discard piles, and you may only place a card on a pile if its value is exactly 1 higher or 1 lower than the value on an adjacent pile. If this creates a sequence of numbers that ascends across all 3 piles, the next player must draw a card.
That's great - after all, you want to be the first person to get rid of all the cards in your hand!

Spielmaterial

80 Playing Cards
(two sets of the numbers 1 through 9 in four different colors, plus 8 cards marked with "?")

Game Setup

Shuffle all the cards and deal 8 cards to each player. Pick up your cards and keep them hidden from the other players. Place the remaining cards face down in the center of the table to form a draw pile; then, reveal the top 3 cards side by side. These cards start 3 different discard piles. If a card with a ? is revealed, cover it with another card from the draw pile to form 3 face-up number cards side by side. Any sequences of numbers or special symbols (4 or 2 present on the cards have no significance at the start of the game; these will be explained l ater.



Gameplay

The first person who can name 3 of their favorite games begins the match. The game then proceeds clockwise. When it is a player's turn, they may play one card from their hand face-up onto any of the 3 discard piles. The following rules apply:



- The card being played must show a number that is exactly 1 higher or 1 lower than the value of the top card on an adjacent discard pile. The color of the card being played does not matter.
  Example: If there is a 3 in the middle, the numbers 2 and 4 may be placed on the two adjacent stacks. If there is a 3 on the right-hand stack, a 2 or 4 may be placed on the middle stack, regardless of the number on the left-hand stack.



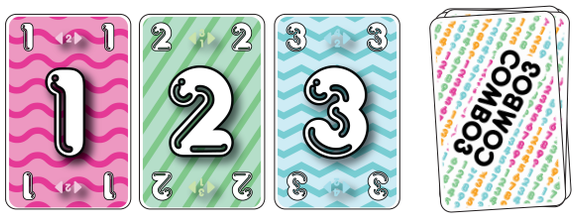
- There is another option for the **middle** discard pile: any number may be played here, if it is of the same color. For example, if an orange 8 is on the middle pile, an orange 3 may also be played there, regardless of the numbers showing on the two adjacent piles.



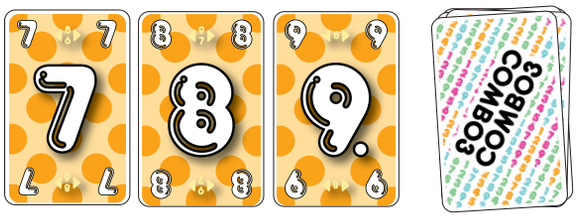
- In both cases, however, the following rule applies: a number must never be placed on top of the same number—for instance, a 3 must never be placed on another 3, nor an 8 on another 8.

After that, it is the next person's turn. If a player cannot or does not wish to play a card onto one of the 3 discard piles, they must draw a card from the draw pile into their hand. They may then check whether they can and wish to play the card they just drew. If that is not the case, it becomes the next person's turn.

Combo3



If playing a card creates a continuous numerical sequence across the 3 discard piles (for example, 2-3-4 or 7-6-5 but not 8-9-1), this counts as a "Combo3," and the next player draws 1 card from the draw pile.



If a "Combo 3" is formed in a single color meaning all three numbers are the same color then all other players must each draw 1 card from the draw pile.

In a two-player game: If a single-color "Combo 3" is formed, the other player must draw 2 cards from the draw pile instead of just 1.

In a two-player game: If the "Combo 3" consists entirely of cards of the same color, the player must draw 2 cards from the draw pile.

Cards with ? may be played during your turn in place of a numbered card. They count as any number and any color. If playing a card with ? results in a "Combo3" (see above), the next player must draw 1 card from the draw pile. However, a Combo3 involving a ? is never considered "single-colored."

Regardless of whether or not a Combo3 was formed by playing a ? card, a new card is then revealed from the draw pile and placed onto each of the 3 discard piles. If a ? card is revealed for any of these piles, you must cover it with another face-up card from the draw pile. Any Combo3 formed in this process, or any special symbols (4 or 2) appearing on the cards, are ignored in this instance.

Special Symbols

4 Whenever a card with 4 is played, the direction of play changes. For instance, after the first card with 4 is played, the turn passes to the person on the right, and play continues in a counterclockwise direction.

In a two-player game: When a card with 4 is played, the current player may choose to swap the discard pile—onto which they placed the 4 card with one of the other two discard piles. If this action creates a "Combo 3," the other player must draw 1 or 2 cards, depending on whether the Combo 3 consists of cards of the same color.

2 If a card with 2 is played, the player who played it immediately gets another turn. This means they may play another card. If they cannot or choose not to do so, they must draw a card from the draw pile, as usual unless playing that card has already ended the game (see End of the Game). If the game has not ended and the card with 2 completes a "Combo 3," the player must draw 1 card from the draw pile.

End of the Game

As soon as a player manages to play their last card, they win the round. You can also play COMBO3 based on a pre-agreed number of winning rounds. For example, the first person to win 3 rounds wins the entire game. The winner of the previous round starts the new round.

The author and the publisher hope you have a great time playing COMBO3!

Have you also checked out these?

