

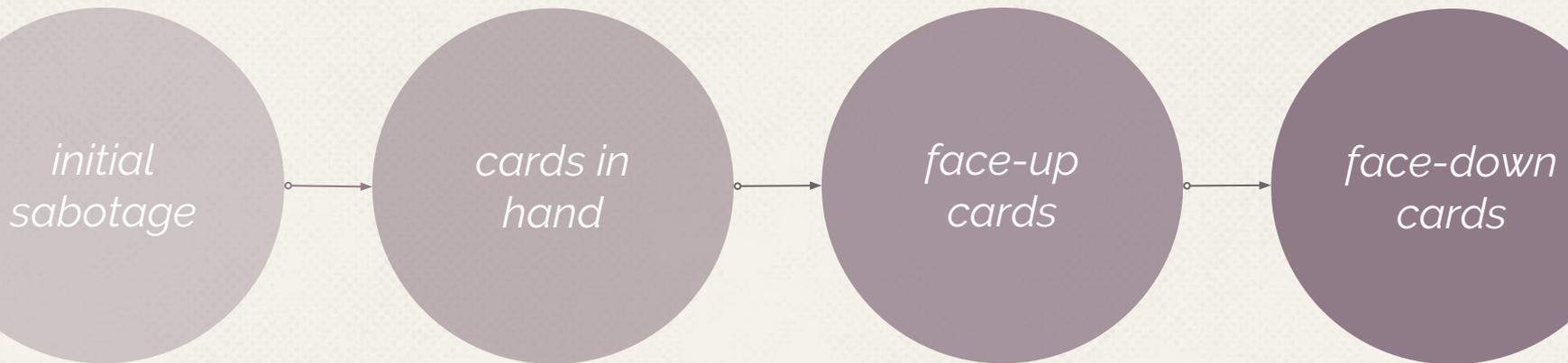
HOW TO PLAY TRIPLE SABOTAGE

A luck and strategy based card game

THE BASICS

Triple Sabotage is a card game to be played by 2 or 3 people. It is possible to play with more players. However, it is recommended to play with an additional deck shuffled in every additional 3 players.

There are four stages during the game:



THE RULES OF THE GAME

Objective of the Game

The objective of the game is to be the first player to discard all of their cards.

Initial Sabotage

1. Each player is dealt 3 cards face-down, 3 cards face-up, and 3 cards into their hand.
2. Each player may switch their hand's cards with the face up cards of the opponent seated to their left.¹ They may not change their opponent's cards after the game begins.

Cards in Hand

1. Players may choose who begins the game in any way they like.
2. The first player begins the active pile with any card of their choosing. Each subsequent player must beat the active pile with a card of equal or greater numerical value (disregarding suits²).
The 4 is the lowest card while the Ace is the highest card. The 2 is a mixture of both highest and lowest card³, as it can beat any face card (J Q K A) but can be beaten by any numbered card (4 5 7 8 10). 3, 6 and 9 are special cards to be explained later.
3. The player may choose to play as many cards of the same value as they wish.
4. If the player cannot beat the card in the active pile, they must pick up all cards in the active pile.
5. Picking up cards does not count as a turn; only when a player places a card does their turn end.
6. Each player must have at least 3 cards in their hand. The player draws from the deck if they have less than three cards unless the deck is empty.

THE RULES OF THE GAME

Face-Up Cards

1. A player may not access their face-up cards until their hand is empty.
2. If the player picks up the active pile, they may not access their face-up cards until their hand is empty again.

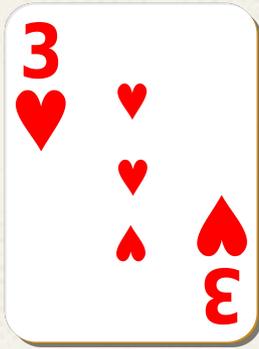
Face-Down Cards

3. A player may not access their face-down cards until their hand is empty and none of their face-up cards remain.
4. The player may not look at the value of their face down cards until it is played into the active pile.
5. If the value of the face-down card beats the active pile, play continues. If the value of the face-down card does not beat the active pile, the player must pick up the active pile.
6. If the player picks up the active pile, they may not access their face-down cards until their hand is empty again.
7. The first player to discard all of their cards wins the game.

Special Cards (3, 6, 9)

1. All special cards may be played on top of any other card.
2. Playing multiples of the same special card in one turn has the same effect as playing a single special card.⁴

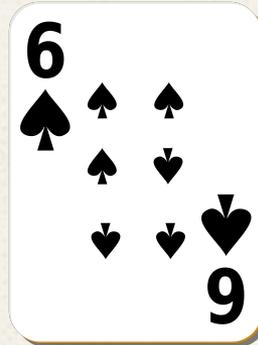
SPECIAL CARDS



The Sabotage Card

When a 3 is played, all cards held in the current player's hand and the next opponent's hand are switched.

The 3 also resets the value of the active pile. The next player may play any card on top of the 3.



The Invisible Card

When a 6 is played, the next player must beat the card directly beneath the 6.



The Burn Cards

When a 9 or a Joker* is played, the active playing pile in the middle of the table is "burned" and discarded for the rest of the game. The next player may play any card(s).

If 4 cards of the same numerical value are played, the active pile is also burned. A 4-of-a-kind can be achieved by any means; for example, if one player places two Jacks and the next player places two Jacks, the active pile is burned.

*Players may choose to omit Jokers from their game.

THE SETUP

