

# Triathlon

3 - 9 players ■ ages 8 +

**The Goal:** Be the first to complete all three Triathlon stages and become the Triathlon Champion!

**Gameplay:** The dealer (whoever most recently rode a bike) removes the instruction cards from the deck, shuffles the deck, and deals 5 cards to each player. They then deal a 6<sup>th</sup> card faceup to each player. This 6<sup>th</sup> card becomes the location of each player's personal discard pile.

The rest of the deck is placed face down in the center of the playing area (See Illustration 1).



Illustration 1

Players then look at their cards, assessing what stage they might try to complete within the round.

**Completing the Stages:** Each stage requires getting all five of your cards into a numeric run.

**Stage One:** Your run (e.g., 2, 3, 4, 5 and 6) can be a MIXTURE of suits and colors.

**Stage Two:** Your run must be all the same suit OR all the same color (e.g., all Cyclists, or all blue).

**Stage Three:** Your run must be all the same suit AND all the same color (e.g., all red Swimmers).

The stages may be completed in any order, so it is often best to go after the most difficult run first.

When it comes to the cards needed to complete a stage, your Triathlon Deck has 9 unique sets of cards. Each set has a suit (Swimmer, Cyclist, or Runner) and a color (red, blue, or gold). Within each set there are 7 numbered cards (numbered 1 to 7) and a **Pro Card**.

**Pro Cards** are wild in number but cannot change their color or suit.

Your deck also contains 3 **Super Pro Cards** that are wild in number and color but cannot change suit.

*There are no duplicate cards in the deck.*

**Turns begin** with the player to the dealer's left and goes clockwise.

Your turn begins with adding a card to your hand by taking the top card off any of the **Discard Piles**, including your own, or the top card off the deck (See Illustration 2).

There are two exceptions to this:

The first is you may not take an **Injury Card** off someone's discard pile. The other is if you have an **Injury Card** on your discard pile, you lose your turn (a round *can* begin with being dealt an **Injury Card** - unfortunate, but there you have it).

Player 1 in Illustration 1 is an example of a player losing their turn. Instead, they must use what would have been their turn to remove the **Injury Card**.

To remove an **Injury Card**, take the card from your discard pile and lay it face-down next to you. This is not a turn, and you cannot call an end to the round.

If you have multiple **Injury Cards** on your **Discard Pile**, you may only remove one per turn.

For everyone else (e.g., Player 2 in Illustration 1), your turn consists of selecting a card (Illustration 2), deciding which card to discard (Illustration 3), and, if able, deciding if you want to end the round.



Illustration 2

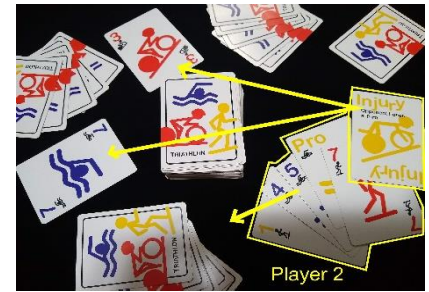


Illustration 3

When discarding, place the card being discarded face up on top of your **Discard Pile**. Or, if it is an **Injury Card**, place it on top of someone else's **Discard Pile** (there are 9 **Injury Cards** in the deck).

If a card is discarded and that player has not ended the round, the first player with an **Adrenaline Rush Card** (there are 9 in your deck), to say "I'll take that" before the next player selects a card, adds that card to their hand (**Injury Cards** cannot be taken and players with an **Injury Card** on their discard pile cannot use **Adrenaline Rush Cards**). Once successfully played, place the **Adrenaline Rush Card** facedown next to your discard pile.

**Ending a Round:** If, when discarding, you have a hand that completes a stage you have not yet completed, you may call an end to the round - but you do not have to.

In Illustration 4, Player 3 has just drawn a blue #5 Runner card and has discarded the red #7 Cyclist card.

