

# DREI x DR3I

*Tactics. Luck. Unpredictable twists.*

## Game Instructions

Complete rules and card descriptions



<b>Players</b>	2 – 4 per set (up to 10 with two sets)
<b>Playing time</b>	5 – 10 minutes per round
<b>Age</b>	From 7 years
<b>Contents</b>	58 cards (40 number + 15 special + 3 instruction cards)

## Card Set Contents

- **40 number cards** with values from 3 to 12
- **15 special cards:** 4× DELETE, 4× INVISIBLE, 4× RESTART, 3× JOKER
- **3 instruction cards** (Quick Start Guide)

### Goal of the Game

The first player to get rid of all their cards (including the face-down ones) after the draw pile is empty wins the game. With more than two players, the game continues to find a loser. Play proceeds clockwise.

## Preparation

Shuffle the cards. Each player receives:

- **3 face-down cards** in front of them (do not look at them)
- **3 face-up cards** on top
- **3 cards** in hand
- The remaining cards form a **draw pile**.



You may now swap the three face-up cards with the three cards in your hand as you wish.

### Tip

Swap weak face-up cards for stronger hand cards (the higher, the better; special cards are best).

# Basic Rules

---

## 01 Playing cards

- The goal is to play a card of **equal or higher value** than the opponent (with the exception of the 7 – see card description).
- You can always play multiple identical cards at once, whether number or special. On multiple lying cards (e.g. three 6s), you may also play a single card or several cards (e.g. the 7, the 8, etc.).
- On a single lying card (e.g. the 6), you can also play multiple cards (e.g. three 8s).
- The first player of each new round creates a new discard pile by playing the first card(s).

## 02 Picking up cards

- A player who cannot play **equal or higher** (or the exception with the 7) must pick up the discard pile.
- A player who picks up the discard pile cannot play. The next player begins.
- Even if a player could play, they may **voluntarily pick up** the discard pile: **no forced play!** (a possible strategy when there are good cards lying down).

## 03 Cards in hand

- If a player holds **4 identical cards** in hand, they must immediately set them aside and reveal them to the other player(s). These cards are removed from the game (also applies to special cards).

## 04 Colours

- Colours have no effect on the game. A red 6 can be played on a blue 5. Colours are purely for the playing experience.

# Game Flow

---

The game consists of three consecutive phases. Each player goes through these phases individually.

## Phase 1 · Play hand and draw pile

- The first player plays one or more cards from their hand, creating a new discard pile. Then it is the next player's turn.
- Players play with the cards in their hand and the draw pile. Players must always hold at least three cards in hand. So if a player plays two identical cards, they must draw two new cards in the same turn (from the draw pile).
- As soon as a player can no longer play, they must pick up the discard pile. After that, they may no longer draw from the draw pile as long as they still hold more than three cards.
- The game continues until the draw pile is empty (this happens automatically, as special cards keep removing cards from the game).

## Phase 2 · The three face-up cards join the game

- Once a player has played all their hand cards and the draw pile is empty, they may play with their three face-up cards.
- If the player must now pick up the discard pile because they can no longer play, they may still play from their face-up cards. These must, however, remain visible to the opponent.
- Once the player has played all three face-up cards and the hand cards, Phase 3 begins for them.

## Phase 3 · The three face-down cards join the game

- Once a player has played all hand cards and all three face-up cards, they may play the face-down cards. These are chosen at random and cannot be looked at beforehand.
- If the player plays a lower card (or higher in the case of the special 7), they must pick up the discard pile.
- If this happens, the player must play all their hand cards before being allowed to play another face-down card.
- If a player plays their last face-down card and it remains lying according to the rules (the player has no more cards), they have **won**.

## Card Descriptions

---

The game contains **40 number cards** (3 to 12) and **15 special cards**. Below you will find an overview of all card types and their function in the game.

### NUMBER CARDS (3 to 12, except 7)

The cards 3 to 12 (with the exception of the 7) are normal number cards. A number card can always be played on an equal or lower number card (except on the 7). Depending on the situation, number cards can also be played on special cards (e.g. RESTART, INVISIBLE, JOKER).

### CARD 7 (special card)

The 7 can be played on lower cards, on a 7, or on special cards. On the 7, only **equal or lower** cards (7, 6, 5, 4, 3) or special cards may be played. Once a lower card has been played, the game continues normally. Example: Player A plays a 7, Player B plays a 5, Player A plays an 8 again.

### DELETE

Special card – can be played **at any time**. Playing this card removes all played cards from the game. These cards are no longer in play. The player who played DELETE plays again.

### INVISIBLE

Special card – can be played **at any time**. This card is invisible and can be played on any other card. For the next player, the card underneath applies. The same is true if several INVISIBLE cards lie on top of each other.

### RESTART

Special card – can be played **at any time**. Playing this card means that any card may be played again, i.e. the game starts over. Example: A 12 is on the pile, RESTART is played – afterwards a 3 (or any other card) may be played.

### JOKER

Special card – when played, the value of the card can be **freely chosen**. The JOKER can be any other card in the game. Example: It can act as DELETE or as the special 7. It must be played according to the rules of the chosen card.

## At a Glance

---

<b>Goal</b>	Get rid of all cards once the draw pile is empty
<b>Direction</b>	Clockwise
<b>Phases</b>	1) Hand + draw pile → 2) Face-up cards → 3) Face-down cards
<b>Pick-up</b>	Players who cannot play equal or higher pick up the discard pile
<b>Rule for 7</b>	On a 7, only equal or lower cards may be played
<b>Four of a kind</b>	Four identical cards in hand must be removed from the game
<b>No forced play</b>	The discard pile may also be picked up voluntarily

---

### Have fun!

For more information, examples of game situations and contact details, please visit [www.dreimaldr3i.ch](http://www.dreimaldr3i.ch). Follow us on Instagram: [@dreimaldr3i\\_kartenspiel](https://www.instagram.com/dreimaldr3i_kartenspiel).