

# Three-Thirteen

2-4 players

52 cards

Difficulty: Easy

Duration: Medium

Score the fewest points over 11 rounds by melding all your cards.

## SETUP

- Use two standard decks.
- Deal cards equal to the round number (3 in round 1, 4 in round 2, etc.).
- Flip one card to start the discard pile.

## SCORING

- Unmelded cards count as penalties (face value, face cards 10, Aces 1).
- Lowest total score after 11 rounds wins.

*Tip: Go out quickly in early rounds and focus on reducing deadwood in later rounds.*

## ON YOUR TURN

- Draw from stock or discard pile.
- Form sets and runs using the round's wild card.
- Go out by melding all cards and discarding your last.

Three-Thirteen is a rummy game played over 11 rounds where the wild card changes each round, starting with threes in round one and ending with kings in round eleven. Hand sizes increase each round alongside the changing wilds.

## Objective

Score the fewest total points across 11 rounds by forming melds and minimizing leftover cards in your hand each round.

## Setup

1. **Players:** 2-4 players.
2. **Deck:** Two standard 52-card decks (104 cards total).
3. **Deal:** Deal 3 cards in round one, 4 in round two, and so on up to 13 cards in round eleven. Place the rest as the stock and flip one card for the discard.

## Gameplay

1. **Step 1:** Draw one card from the stock pile or the discard pile.
2. **Step 2:** Organize your hand into sets (three or more of a kind) and runs (three or more consecutive same-suit cards). The current round's wild card can substitute for any card.
3. **Step 3:** When you can meld all but one card, go out by laying down your melds and discarding your last card.
4. **Step 4:** After one player goes out, all other players get one final turn to improve their hands before scoring.

## Scoring

- Number cards score face value, face cards score 10, Aces score 1, and wild cards (the current round's rank) score 0 in melds but 15 if unmelded.
- Only unmelded cards count against you. The player with the lowest total after 11 rounds wins.

## Variations

- **Quick Three-Thirteen:** Play only rounds 3 through 10 for a shorter game.
- **Joker Wild:** Add jokers as permanent wild cards in addition to the rotating wild rank.

## Tips and Strategies

- In early rounds with small hands, try to go out quickly since there are fewer cards to work with.
- Save wild cards for difficult melds rather than using them where natural cards would suffice.
- In later rounds, focus on reducing high-value deadwood to minimize your penalty if someone goes out.

## Tips & Strategy

Adapt to each round's wild card and increasing hand size. In early rounds, speed matters most. In later rounds, focus on minimizing penalty cards.

The shifting wild card each round forces you to rethink your approach constantly. Flexibility and quick adaptation to new wilds are the keys to consistently low scores.