

# Hand, Knee, and Foot Instructions

The number of players required to play is 8 in 4 teams of pairs.

Furthermore, the game is suitable for people of all ages. However, younger players could find it more difficult.

The Hand, Knee, and Foot card game is interesting because it can be complicated, making it more interesting. If you have many card decks lying around, Triple Play is a great game to play.

Unlike many other card games, the scoring of Triple Play is more difficult. This means its level of difficulty is hard, and it does require more patience to master.

The object of the card game is to earn more points than the other teams (of opposing players) within four hands. You can score points by creating melds of between 3–7 cards.

## Requirements

Having enough players (to form the required number of teams), a large pile of cards is the only thing you'll need to start playing.

A game of Hand, Knee, and Foot requires 324 cards, which gives 6 standard decks. You can purchase more cards from Internet in bulk. Have Pen and Paper or a score Card or an application on your smartphone to record scores.

## Setup

Having partnerships, by mutual agreement or some method of draw. Partners sit on opposite sides of the table. This helps ensure that players of alternate teams play as the turn moves clockwise around the table.

Shuffle the cards and then deal a 15-card hand to each player. After dealing out a 13-card *knee* pile to each player, followed by an 11-card *foot* pile.

Players are allowed to look at their hands (if they like), but can't look at the knee and foot piles. The foot piles are stacked face down in front of each player, with the knee pile placed at the top at right angles.

The undealt cards left are put at the center of the table to form the stock. The top card in this stock is turned face-up and next to the stock. This is called the up-card, which is the top card of the discard pile.

Bury the up-card face-down in the middle of the stock if the card is a joker, 2, red 3, 5, or 7, and draw another card.

# Triple Play Card Game

- The gameplay involves players alternating turns moving round in a clockwise manner.
- When it is a player's turn, they can draw either by taking 2 cards from the stock or replacing 2 cards in their hand with 2 cards from the discard pile.
- Players are only allowed to use the cards in the discard pile if they can show the up-card that is in the discard pile can create a meld.
- Players are not allowed to meld black 3s. If the up-card is a black 3, then players are not allowed to pick from the discard pile.
- When the up-card is a wildcard, then players will only be able to pick from the discard pile if that player is holding 2 cards with the same rank. If the discard pile contains a 2, the player will need to have two 2s without which they can't draw from it.
- When a player completes drawing, then they can try to make melds or add to any available melds that they or their partner has created.
- When players make melds, they earn points to win the game.
- If a player starts their turn by drawing from the stock, they will end the turn by eliminating a card in their hand.
- If a player has taken cards from the discard pile, there's no need for them to end their turn by eliminating a card. The next player also has to draw from the stock.
- Collaborating with their partner, players aim to make a canasta — this is a meld of 7 cards.
- As soon as a team has made their 1st canasta, a player from that team whose turn is next in the game can take their knee-pile. Their partner on their own turn also has to take their knee-pile; if not, they will face a 1000-point penalty.
- Then, players pick up and utilize their foot-pile as soon as they have made use of their knee-pile. This will continue until players can't make melds any longer with the cards left.
- Collate points based on the quality of each team's melds, which the players made. Get the total of the value of each melded card.
- Then, any cards left in each player's hand is deducted from their total.
- As soon as each team gets a score, re-shuffle the cards and re-deal. The game will repeat 4 times.
- Declare as winners the team that gets the highest total after completing all 4 rounds of the game.

## Scoring

Below are the scores and special properties of the cards in the Triple play card game:

- Red 3s: Are bonus cards, which are laid in front of the player, with a new card drawn to take their place (100pts).
- Jokers: Are wildcards (50pts).
- 2s: Are also wildcards (20pts).
- Aces: 20pts.
- K-8s: 10pts.
- 7s-4s: 5pts.
- Black 3s: Cannot be melded.

Apart from the colors of the 3s, suits do not matter, and the two jokers are also equal.

**Hand, Knee, and Foot game rules and scoring.**