

MEIO

Split your cards and chase the perfect balance.

A game by Mauricio Torselli and Fel Barros

Components

15 cards, from 0 to A in 4 suits.

5 special cards

Goal of the Game

In **MEIO** each player must split the cards in their hand into two packs, aiming to win the **same** number of tricks with both packs. The one who manages to find the best balance, and get the lowest score (closest to zero), is the winner.

Game Setup

For 2 players, use cards from 9-A + 2 randomly selected special cards (28 cards)

For 3 players, use cards from 6-A + 3 randomly selected special cards (39 cards)

For 4 players, use cards from 3-A + 4 randomly selected special cards (52 cards)

For 5 players, use all cards 0-A + 5 special cards (65 cards)

Shuffle the cards and deal 13 cards to each player.

The starting player is the one who has the most symmetrical face (or decide randomly).

The Game

Step 1: Splitting

Each player must split their hand into two parts: one with 7 cards and one with 6 cards. In the first half, everyone will play the pack of 7 cards; in the second, the pack of 6. Place the pack of 6 cards in front of you, face down, and keep the remaining 7 cards in your hand. Note that some special cards work differently in the first or second half.

Note: Players can check the separate cards for the second half at any time.



Phase 2: The tricks

The first player can play any card from their hand. All other players must play a card of the same suit (follow the suit). If they do not have a card of the same suit, they can play any card. When everyone plays exactly one card, it's the end of the **trick**.

If one or more ♥ cards (trumps) are played, the one who played the highest card ♥ wins. Otherwise, the one who played the highest card of the suit of the first card played wins. The player who won the trick must place it in front of him, in a pile, with the cards facing down, in a horizontal position. Then they start the next trick. Be careful not to mix the won tricks with the 6 cards for the second half of the game.

After the seventh card is played, players must have no cards in their hand. They collect the pile of 6 cards that had been set apart and the game continues normally, with the difference that each won trick must be placed in a vertical position, if possible over a horizontal trick, or next to the other won tricks.

Special Cards

Special cards have the following rules:

- 1/A+ Always follows the suit. It is considered lower than 0 if played in the first half, and higher than A if played in the second half.
- A+/-1 Always follows the suit. It is considered higher than A if played in the first part, and lower than 0 if played in the second part.
- 2 ♥ It is a card lower than 0 in the suit of ♥ (trump card). If the trick starts with the ♥ suit and is the only ♥ card in the hand, it must be played.
- +0.5 ↑ Always follows the suit. It is worth 0.5 more than the card previously played. If the player wins the trick with this card, he can choose whether the trick will count towards the first half (horizontal) or the second half (vertical).
- Q+ → It is a Q card that always follows the suit. It is higher than other Qs, but lower than K and A. If the player wins the trick with this card, transfer it to the other half (if it is the first half, place it vertically, and if it is the second half, place it horizontally).

Score

Each player evaluates the difference between the horizontal tricks (won in the first half) and vertical tricks (won in the second half). This value is your score, regardless of which number is higher.

Example 1: A player won 1 trick in the first half and 2 in the second half. Score: 1 point	
Example 2: A player won 3 tricks in the first half and 1 in the second half. Score: 2 points	

Example 3: A player won 1 trick in the first half and 1 in the second half. Score: 0 points



Scoring for 2 Players: Instead of considering the points made by each player, consider only the **victory**, that is, the player who scored the fewest points receives **1 victory**.

Record scores in whatever way is most convenient for you. Shuffle all the cards and deal 13 to each player, starting a new round. The starting player is the player who scored the most points in the previous round. If there is a tie, decide randomly between those tied.

End of Game

After 3 rounds, the player with the fewest points is the winner! If there is a tie, each tied player must cut a fruit of their choice exactly in half. Weigh the two halves - the one who achieves the smallest difference between them is the winner! (Or share the victory, if you find it easier).

2 Players: The player who gets **2 victories** first wins the game.

Partnership Mode

In 4 players it is possible to play **MEIO** in partnership, with an even more challenging variant. Follow all rules and card distribution for a 4-player game, with the following exceptions:

- Players from each team must sit alternately;
- When the cards are split into two halves, each player must give the second half (of 6 cards) to their partner. This means that you will play the first half with your cards, and the second half **with the cards coming from your partner!** Each player can look at the cards from the second half before starting the game.
- Tricks are counted together, i.e. **what matters is the sum of the tricks for each team**. Therefore, if you won one trick in the first half and your partner won two, you together have to win 3 tricks in the second part, regardless of your individual count.
- Scoring: As in 2-player scoring, consider only the **victory**, that is, the team that scored the fewest points receives **1 victory**. The team that makes **2 victories** first wins the game.

Credits

Authors: Mauricio Torselli and Fel Barros

Rules: Mauricio Torselli