Truel Game Rules

Truel is an abstract symmetrical game for three players.

Game content

- ⊛ The Rules you are currently reading
- ⊛ Game board
- ⊛ 3 player figures – red, green and blue
- ⊛ 27 Gem Tokens – 9 Rubies, 9 Emeralds and 9 Sapphires
- ⊛ 81 Regular Playing Cards
- ⊛ 9 Bonus Metallic Cards with Rainbow

Game Preparation

Players sit around the game board. Place the pieces at their starting positions on the game board, highlighted in the appropriate color. Each player plays for the color closest to him, and at the beginning of the game he receives one gemstone of that color (red – ruby, green – emerald, blue – sapphire). Leave the bonus cards (with rainbows) aside. Shuffle the remaining cards and deal 3 cards to each player.

All cards are divided into three types. You can recognize the type of card by the icon in the upper left corner:

👤 Player ✖ Value ☐ Unit

On the game board, there are 9 places for playing cards grouped into threes. Each place in the trio is marked with a symbol and designated for one of the types of cards. Turn 3 cards from the top of the deck and place each in one of the triplets on the symbol according to its type.

Player's turn

Players take turns making their turns clockwise. The green player always starts first.

1. Playing a card

A player must play one card from his hand on any empty space on the board with the same type symbol as the card to be played.

It may happen that the card cannot be melded. Either the player has no cards in hand, or all the places with the necessary types are already occupied. In this case, the player shows his cards to the others (if he has any) and discards them. Then he draws 3 new cards and his round ends (he does not play any card in this turn).

2. Completing the trio

If a player manages to play the third card into a trio, the whole trio is evaluated and what is on the cards is done, i.e. to whom (👤 player) how much (✖ value) and what (☐ unit).

👤 **Player** – determines the player to be affected by the action: red, green or blue.

✖ **Value** – the player gains up to 3 or loses up to three units. If a player is to lose more units than he has available, then he loses all of them.

☐ **Unit** – there are 3 types of units in the game:

🂡 **Cards** – the player draws cards from the top of the deck, or discards cards while he has some. There is no limit to the maximum number of cards per hand.

◆ **Gems** – a player gains or loses a specified number of gems of one of three colors. Each player can have a maximum of 3 gems of each color

Fields – the player's figure moves forward (clockwise) or backward (counterclockwise) by a given number of fields, depending on the value. If its movement ends on a colored (red, green or blue) field, it will immediately move the same number of fields in the same direction (according to the value). This is repeated until it ends up on a gray box. So the pieces always end up standing on the gray square. In addition, each of them has a specific functionality.

When stepping on the **Start** or even just passing it in the direction of the arrow, the player receives 1 gemstone of the given color. A player can have a maximum of 3 gems of each color.

Crossroads – at the crossroads, the player can choose which of the two directions to continue. The direction can also be changed while passing through the intersection when moving forward.
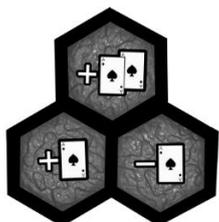
Cards – when stopping here, the player takes one or two cards or discards one according to the number shown.

Clock – stopping at the plus clock means an extra move, i.e. the player goes again. In the case of double clocks, even twice. It may happen that a piece of another player (who is not on the move) is moved to a space. In this case, after the end of the turn, this player will go regardless of the order and the game will then continue from him. In case of stopping on the clock with a minus, the player loses his next turn.

In the case that a player ends up on a field on which another player's piece has already stood, the incoming player receives one gem of each color that this player has from the originally standing player.

After scoring a three-of-a-kind, make sure that all 3 cards in the completed three-of-a-kind do not contain the same bonus symbol listed in the bottom right corner. If all 3 symbols are the same, the player who completed the triplet by placing the last card takes a bonus card with a rainbow and the corresponding symbol (🌞 - any player, ⭐ - any value, 💜 - any unit). The bonus card acts as a joker. A player who completes a trio with this bonus card can choose any card of that type to represent the joker. If a bonus card is played before the triplet is completed, its effect will be determined by the player who completes the three-of-a-kind.

After evaluating the effect, all 3 cards are discarded and one random card from the top of the deck is added to the released trio. Therefore, it cannot happen that a trio has all 3 positions vacant.

3. End of the Turn

If a player has played a card, they draw one card. This ends their turn and next turn begins. If the deck of cards runs out, shuffle the discarded cards and create a new deck from them.

Objective of the game

The player who gets at least one of each color of the gem immediately wins the game. Whoever wins 3 times becomes the champion of the evening.

Variation: If you would like to extend your game time, you can choose not to give each player a starting gem at the beginning of the game.