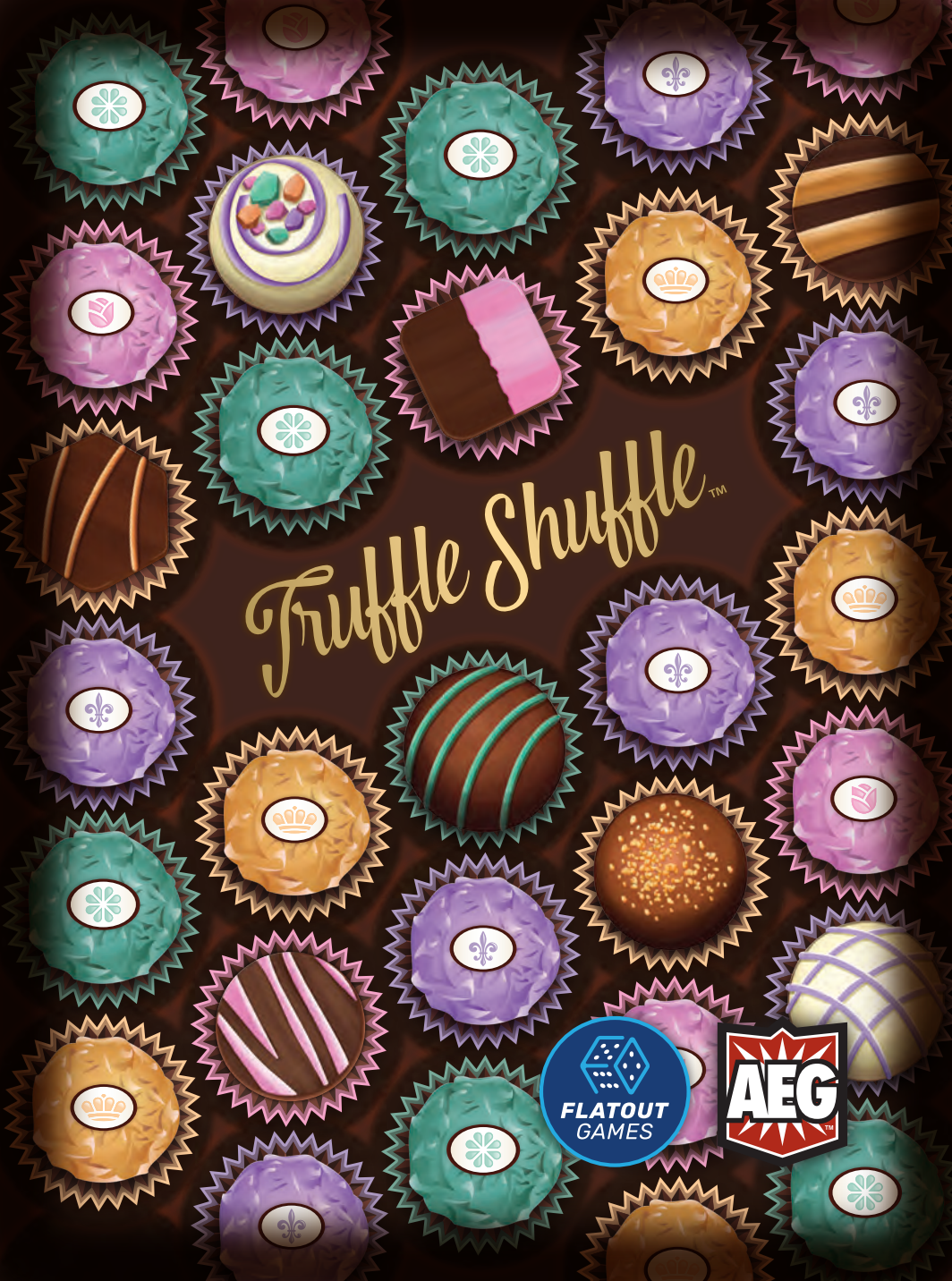


Truffle Shuffle™



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Visit our website at:

www.alderac.com/truffle-shuffle

Questions?

Email: customerservice@alderac.com



A game for 2 to 4 players, ages 14+ by Flatout Games

Game Overview

In *Truffle Shuffle*™, players take turns selecting chocolate truffles from a shared box, represented by a tableau of cards, as they attempt to build their own specialized boxes of truffles based on customer demands. Some information about the truffles is concealed, so players must do their best to fulfill orders efficiently before each round is over. Players can use special actions and abilities to help create the sets they need. Once three rounds have been played and three truffle boxes have been emptied, the game ends and the player who earns the most chocolate coins from fulfilling orders wins!

Components

Your game of *Truffle Shuffle* should include the following. If it does not, contact customerservice@alderac.com for assistance.

117 Truffle Cards

36 Coin Tokens



1 Rulebook



4 Reference Cards



Setup

1 Set Up Bank

Place the coins in a central location where all players can reach them.

This forms the **bank**.



2 Set Up Tableau

Shuffle the deck of cards face-down and deal 39 cards into a **tableau**, with each row partially covering the row above it, according to the following pattern:

- ♣ 4 cards face-up
- ♣ 5 cards face-down
- ♣ 6 cards face-up
- ♣ 7 cards face-down
- ♣ 8 cards face-up
- ♣ 9 cards face-down



Place the remaining cards to the side of the play area, this **draw deck** will be used to create the tableau in future rounds.

3 Set Up Bonus Coins

Depending on the number of players, place coin tokens below the tableau of cards, in the following order:

2 players:



(\$2, \$1, \$1)

3 players:



(\$2, \$2, \$1, \$1)

4 players:



(\$2, \$2, \$1, \$1, \$1)

These are bonus coins awarded to the first player(s) who fulfills orders (complete sets) that require **at least four truffles** (cards) during each round (see page 7 for more information).

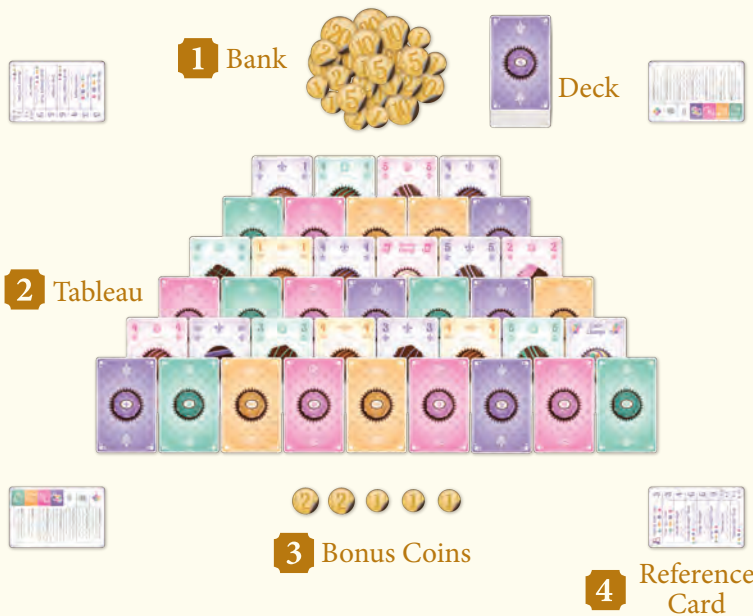
4 Determine Starting Player

Take a number of reference cards equal to the number of players and be sure to include the card with the **starting player symbol**.



Each player takes one reference card at random and turns it over. The one with the starting player symbol becomes the starting player. Players are now ready to begin the game!

Example Four Player Setup



Gameplay

During your turn, you must perform one (and only one) of the following actions:

Take a Card

Take one available card from the tableau and add it to your hand.

Play a 'Take 2' or 'Skip' Card

The **Take 2** and **Skip** cards allow you to perform an alternative action on your turn.

If you have a **Take 2** card in your hand, you may discard it to take two cards (one-at-a-time).

If you have a **Skip** card in your hand, you may place it face-up in front of you. This essentially skips your turn without taking any cards, and **you may not fulfill an order**. During your **next** turn, you take three cards (one-at-a-time) instead of your normal action, then discard the **Skip** card in front of you. You may fulfill an order during that turn.

Taking Cards

Players can only take a card in the tableau that does not have another card overlapping it. The example below illustrates which cards are available to take:



There is no limit to the number of cards a player may hold in their hand during a turn, but at the end of the round players **must discard down to a number of cards equal to the number of players in the game (2, 3, or 4)**.

When a player takes a face-down card from the tableau, they may look at it in their hand but should be careful to only reveal the card's back to the other players. Only the card backs in a player's hand are public information to other players.

Fulfill an Order

Once per turn, after you have completed taking an action, you may fulfill an order listed on your reference card. Fulfilling an order is always optional.

***Note:** If you have just played a Skip card, you may not fulfill an order this turn.*

To fulfill an order, play the necessary cards (and any special abilities that modify your truffles – see page 12) face-up. After the order is confirmed by other players, you must discard your played cards and take the corresponding value of coins from the bank along with any bonus coins earned (see sidebar). Any cards not used to fulfill the order remain in your hand.

After you have taken an action, and fulfilled an order (if you chose to do so), your turn is finished. The next player clockwise around the table takes a turn.

Bonus Coins

The first few orders fulfilled each round also award bonus coins. These are taken from the coins placed below the tableau during the setup of each round. Players must take these coins in descending order of value from left to right, with the first players completing orders awarded \$2, later players awarded \$1, and even later players receiving no bonus.

***Note:** These bonuses are only awarded for orders requiring four or more truffles.*

End of a Round

When the last card has been taken from the tableau, the round ends after the player who took the last card finishes their turn.

If any player has more cards in their hand than the number of players in the game, they must discard down to the number of players in the game (2, 3, or 4). Players do not discard at the end of the third and final round.

Note: *Players cannot fulfill orders at the end of the round; they must do so during their turns.*

After the first and second rounds, the next round is set up with a tableau of cards from the draw deck (repeat step 2, but use only cards from the remaining draw deck and do not reshuffle cards from the previous rounds) and bonus coins (repeat step 3) following the setup rules (see page 4). When setup is finished, play proceeds with the player to the left of the player who had the last turn in the previous round.

End of the Game

A game of *Truffle Shuffle* is played over three rounds. Building three rounds of tableaus of 39 cards each will use all 117 cards.

Each player counts the total value of coins that they have earned during the game and the player with the most money is the winner! If two or more players are tied, the player with the most cards left in their hand wins.

If there is still a tie, the player who went later in the turn order is the winner.

Explanation of Orders

The following are explanations of the different orders players can fulfill:

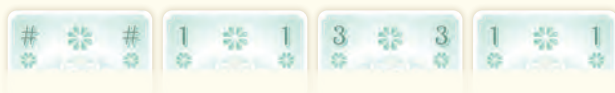
One of Each Color \$3

A set of four truffles of any numbers (or special ability/action), one card in each of the four colors.



Four of One Color \$3

A set of four truffles of any numbers (or special ability/action) of the same color.



Small Straight \$4

A set of four truffles in numeric order (from 1-4 or 2-5) of any colors.



Small Straight Flush \$6

A set of four truffles in numeric order (from 1-4 or 2-5) of the same color.



Large Straight \$6

A set of five truffles in numeric order (from 1–5) of any colors.



Large Straight Flush \$9

A set of five truffles in numeric order (from 1–5) of the same color.



Set of One 1 \$1

A set of a single number 1 truffle of any color.



Set of Two 2's \$2

A set of two number 2 truffles of any colors.



Flush Set of Two 2's \$4

A set of two number 2 truffles of the same color.



Set of Three 3's \$3

A set of three number 3 truffles of any colors.



Flush Set of Three 3's \$6

A set of three number 3 truffles of the same color.



Set of Four 4's \$4

A set of four number 4 truffles of any colors.



Flush Set of Four 4's \$8

A set of four number 4 truffles of the same color.



Set of Five 5's \$5

A set of five number 5 truffles of any colors.



Flush Set of Five 5's \$10

A set of five number 5 truffles of the same color.



Explanation of Cards

Special Numbers

These cards play like numbered cards with special qualities.

Rainbow.....

This card is considered to be any one color of your choice (green, purple, orange, or pink).



Any Number (#).....

You can choose what number this card has (from 1 to 5). This card remains the same color; only the number of the card is modified.



Duplicate (=).....

This card is considered to be the same number as one other numbered card played to fulfill this order. This card remains the same color; only the number of the card is modified.



Special Modifiers

When playing numbered cards to fulfill an order, you may also play special modifiers that modify your truffles.

Color Change.....

You can change the color of another one of your cards to any color. The card remains the same number; only the color of the card is modified. The **Color Change** card is discarded immediately after its ability has been used.



Number Change

You can change the number of any one of your cards to any other number (1–5). The card remains the same color; only the number of the card is modified.



Special Actions

Instead of just taking a card for your action, you may instead play one of these special actions from your hand.

Take 2

Take two cards from the tableau (one-at-a-time).



Skip

Play the card face-up in front of you and don't discard it at the end of your turn. You cannot take any cards during the turn that you play a **Skip**, and you may not fulfill an order this turn.



During your next turn, you take three cards (one-at-a-time) instead of your normal action, then discard the **Skip** in front of you. You may still fulfill an order during this turn.

You **must** take three cards, if able: you cannot choose to only take two cards, for example. If there are not enough cards remaining in the tableau, you must take as many cards as you can.

If the game ends before you get another turn, then the **Skip** has no effect.

Fulfilled Order Example

In this example, Charlie will be fulfilling an order with a more complicated hand of cards:



With these nine cards, the most valuable order Charlie could fulfill is a **Large Straight Flush** (Cards 1–5 of the same color), worth \$9.



Charlie plays their **Rainbow 1** as a **Green 1**.



Their **Green 2** doesn't need any modifiers.



Charlie uses a **Purple Duplicate** as a **Purple 2** and then a **Number Change** to turn it into a **Purple 3**. Finally, they use a **Color Change** to turn the **Purple 3** into a **Green 3**.



They use a **Number Change** on their **Green 2** to turn it into a **Green 4**.



They use their remaining **Color Change** to turn their **Orange 5** into a **Green 5**.



Finally, they place their played cards into the discard pile and take **\$9** (along with any bonuses) →



Quick Reference

Setup

- 1 Set up Bank
- 2 Set up Tableau
- 3 Bonus Coins
 - 2 Players: \$2, \$1, \$1
 - 3 Players: \$2, \$2, \$1, \$1
 - 4 Players: \$2, \$2, \$1, \$1, \$1
- 4 Determine Starting Player



On Your Turn

1. **Take a card from the tableau** -or- **Play a 'Take 2' or 'Skip' card**
2. May fulfill an order (unless you play a 'Skip' card).

Orders

	Set of One 1	\$1
	♠/♣/♦/♥	
	Set of Two 2's	\$2
	2+2	
	Flush Set of Two 2's	\$4
	2+2 x ♠/♣/♦/♥	
	Set of Three 3's	\$3
	3+3+3	
	Flush Set of Three 3's	\$6
	3+3+3 x ♠/♣/♦/♥	
	Set of Four 4's	\$4
	4+4+4+4	
	Flush Set of Four 4's	\$8
	4+4+4+4 x ♠/♣/♦/♥	
	Set of Five 5's	\$5
	5+5+5+5+5	
	Flush Set of Five 5's	\$10
	5+5+5+5+5 x ♠/♣/♦/♥	
One of Each Color	\$3	
♠ + ♣ + ♦ + ♥		
Four of a Color	\$3	
4x ♠/♣/♦/♥		
Small Straight	\$4	
1+2+3+4 / 2+3+4+5		
Small Straight Flush	\$6	
♠/♣/♦/♥ 1+2+3+4 / 2+3+4+5		
Large Straight	\$6	
1+2+3+4+5		
Large Straight Flush	\$9	
♠/♣/♦/♥ 1+2+3+4+5		