Truffle Scuffle

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A strategy board game for 2 players by Micah Fuller.

INTRODUCTION

Truffle Scuffle is a quick strategy game in which two players race to collect the most of each type of truffle.

Players take turns moving their truffle hogs (whose keen noses can sniff out a truffle miles away) through the forest, collecting any of the five different types of truffles they find.

By sacrificing sets of truffles, players can enlist the aid of more truffle hogs to speed up the search. However, sacrifice too many truffles and your opponent will easily win; once all the truffles have been collected, whoever has collected the most truffles in at least 3 types, wins.

Your reputation as the best hunter of truffles is at stake!

COMPONENTS

- 36 Forest Tiles
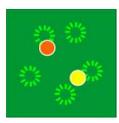
- 1 Village Tile

- 8 Truffle Hogs (2 colors, 4 of each color)

- 45 Truffles (5 colors, 9 of each color)

SET UP

Randomly arrange the **forest** tiles into a hexagon with 4 tiles per side, centered around the **village** tile.

Place all the **truffles** on the tiles according to the colors shown on each tile.
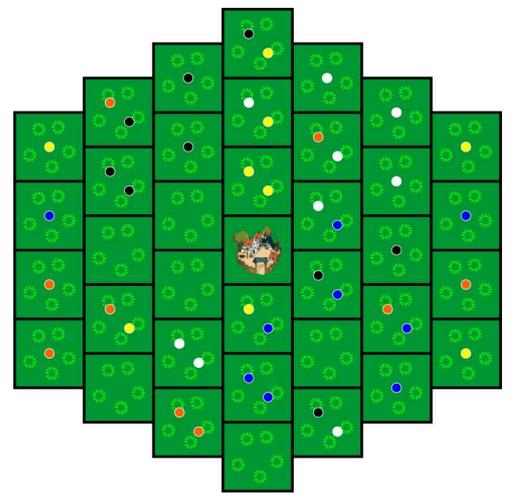
Setup example

PLAY

Choose a starting player.

The player who is not the starting player, must place one **truffle hog** of both colors on any of the six tiles adjacent to the **village**. The **hogs** may be on the same or different tiles.

The starting player then begins a turn.

Each turn, a player must move each of his **hogs** to an adjacent tile. If there are any **truffles** on the tile, the player may take any one of them. (All collected **truffles** must remain in sight of both players.) The other player then takes his turn.

At the beginning of each turn, before moving any **hogs**, a player may choose to discard any four **truffles** of the same color that he has picked up. In return, the player places another **hog** of his color at the **village**. This **hog** may be used starting from the current turn.

Note that a player may not move a **hog** onto the **village** after it has left.

WINNING

After all the **truffles** have been collected, players count the number of **truffles** they have of each color (discarded **truffles** are not counted). For every color for which a player has the most truffles, that player gets one point. The player with the most points wins.

A player may claim an early victory if he can prove he has collected enough **truffles** so that his opponent cannot win even he collects all the remaining **truffles**.

If at any time during the game, a player has collected all nine **truffles** of a single color, that player automatically wins. (Discarded **truffles** do not count towards the total of either player.)