

# Truex

*An unusual American game for two players*

To the best of my knowledge this game never came on to the market and, indeed, was never even given a name. So I'm calling it after its inventor, Charles Truex of New York.

The game is played on a  $12 \times 12$  board designed in three colours. The starting lines in the diagram have been elongated slightly to prevent the board from being played sideways. You might prefer to use squares in these two rows – but take the precaution of writing "Starting Line" against them.

Each player has twelve pieces, four of each colour to correspond with the colours of the board. These are placed on the starting rows with the colours on the appropriate spaces. I have used circles and squares for the pieces but the only requirement is that the two players should be able to distinguish their own men.

The object is to transfer all your men on to the opposite starting line, again on the correct colours. The first player to succeed in doing this has won the contest.

## *Rules*

1. Pieces are advanced by moving or jumping. A piece can be moved backward, forward, or diagonally, to a square of the same colour. The move can only be to an adjoining space (including spaces that are diagonally adjoining).
2. In jumping, a piece may leap over a space occupied by one of your own men or one of your enemy's men. Jumping may be forward, backward, sideways or diagonal.
3. Single, double or multiple jumps may be made, as in draughts. The only condition is that the piece must finish on a square of its own colour. The intervening jumps may land on squares of any colour.
4. As in draughts, a multiple jump may involve a change of direction. Unlike draughts, no men are removed when you jump over them.

