



TRONK!

OVERVIEW

Tronk is a card game for 4-10 players involving bluffing, intense strategy and random chance. Like many bluffing games, one may take risks in order to empty his hand, but in Tronk, those risks may come back to haunt you long after they are taken. Can you out-think your friends up to ten turns ahead? We'll see.

MATERIALS

Two decks standard playing cards, including jokers – 108 cards total.

SET-UP

Start by thoroughly shuffling both decks together, including jokers. Deal all cards out evenly. Extra cards are set in the center of the play area to begin the discard pile.

GAME PLAY

Starting left of the dealer, each player plays any number of cards face down in numerical order. For example, the first player plays any number of 2s, then the next player plays 3s, and so on. Players declare how many cards they are playing and place the cards directly in front of themselves. Players may not declare or play more cards than are physically possible – no one may declare more than eight of a number while playing with two standard decks. Players may either tell the truth about what they play or bluff and play one or more incorrect cards. Play continues around the table until someone calls "Tronk!"

CALLING "TRONK!"

When a player calls "Tronk!" all players reveal the last set of cards played to the entire table. The revealed cards will either be of the correct number and sequence, or someone will have bluffed. Depending on the revealed cards, any of the following outcomes may occur:

- **Mis-Tronk (All players told the truth):** The player who called Tronk collects every card in play and adds them to his hand.
- **Single Tronk (One player bluffed):** That player collects all cards and adds them to her hand.
- **Double Tronk (Multiple players bluffed):** All bluffing players collect their own cards into their hands and all players who told the truth discard their played cards into the center.

TRONK! MODIFIERS

Two card types modify the outcome of a Tronk call.

Knort! (Face Joker): If this card is used in a bluffed hand and is revealed during a Tronk, the bluffing player may discard all cards collected into the center.

Norkt! (Blank Joker): If this card is used in a bluffed hand and is revealed during a Tronk, the bluffing player may give all collected cards to another player.

WINNING TRONK!

Tronk is won when a player successfully plays the final card in his hand.

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Let the Game Begin! • I

