

Trojan Horse — Rulebook



Gabriel Toschi **2 to 4 players** **25 minutes** **family game**

Young people in Ancient Greece used gifts to show their closeness to the gods. But **gift-giving** was not an act of charity, but rather a den of lies and deceit. In a society with wooden horses full of soldiers, could you be the favorite of Olympus? Beware of the **Trojan Horse!**

Components

- a. 45 card gifts
- b. 4 reference cards



<A>



Setup

1. Shuffle all gift cards and create a deck at center of the table.
2. Each player draws 3 gift cards to form their starting hand.
3. Each player reserves a space in front of them to place their **gift collection**.

4. Give each player a reference card.
5. The player who most recently gave a gift starts playing.

Goal

Collect cards to your gift collection until you have 1 of the 3 winning card formations before anyone else.

How to Play

Trojan Horse is played on a series of turns, starting with the first player and going clockwise around the table. In your turn, follow those steps:

⚠ At any moment of the game, you **can't have more than 5 cards in your hand**. Don't draw cards if you already have 5 cards.

1. Ask for a gift

In your turn, choose 1 of the 5 possible gifts (as shown in the reference card) and **ask for a card of this gift** to the other players. You don't need to have a card of this gift in your hand.

2. Receive a gift

Then, following turn order, another player **can give you** the gift (if they have a card of this gift in their hand) or **refuse** to do so. They don't need to say why they won't give the gift — if they don't have the card or don't want to give the card —, they just need to say "no".

If someone accepts to give you a card, they reveal it to everyone and **must perform the action** on that card (if possible). Then, you add the gifted card to your gift collection. The current gifted card cannot be the target of the action.

If no one gives you a card but you have a card of the gift in your hand, **you can gift yourself the card**. You perform the action and you also place it on your own gift collection.

💡 Organize all cards of the **same gift in a column** to be easier to see how close you are from a winning formation.

If even you can't give a card to yourself, just skip the step. No cards will be added to your collection this turn.

3. Draw cards

Regardless of what happened, **draw cards until you have at least 3** in your hand and end your turn.



Card Actions

Gift cards have 1 of 5 possible actions, that are performed by the gift giver. Each type of gift only can have 1 of 2 actions, as shown in the reference card. Actions **must** be performed if possible (if not, just ignore it).

- **PROTECT** 2 cards in front of you
Choose up to 2 cards of your gift collection and rotate it sideways. These cards can no longer be targeted by any actions.
- **DRAW** 2 cards from the deck
Draw up to 2 cards from the center deck.
- **SWAP** 1 card of different players
Choose 1 card from 2 different player's gift collection and swap them. You can choose yourself.
- **RETURN** 1 card to bottom of the deck
Choose 1 card from a gift collection (including yours) and return it to the bottom of the center deck.
- **STEAL** 1 card from hand and score it
Choose 1 card from the hand of another player without looking and place it on your gift collection. Do not perform the action of the stolen card.



Game End

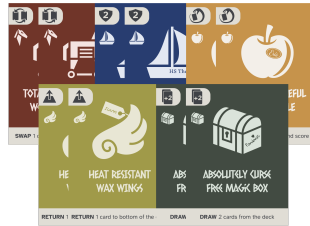
If, at the end of any turn, your gift collection has 1 of those 3 winning formations (as shown in the reference card), **you win the game**:

- 3 exact sets of 3 different gifts** (if you have 4+ cards of the same gift, it doesn't count);
- 1 exact pair of each gift** (if you have 3+ cards of the same gift, it doesn't count);
- 6+ cards of the same gift** (if you have 7 or 8 cards, you still win).

(a)



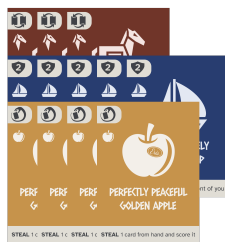
(b)



(c)



x6
x7
x8



x3
x4
x5

In the rare case that someone has to draw cards and the center deck is empty, everyone takes another turn. If no one wins, whoever has the most cards on the table wins. Tied players share the victory.



For Two Players

Follow those extra rules to play **Trojan Horse** with only **2 players**:

- Your hand now starts with (and refills up to) **4 cards**, with a maximum of 6 cards.
- On setup, open a card besides the center deck to be the **neutral offer**.
- If you ask for the gift shown in the neutral offer and the other player refuses to give a gift, you **must** get the neutral offer. You also perform the action of the neutral offer card.
- Anytime the neutral offer gets empty, draw another card from the deck.
- The neutral offer can be targeted by SWAP and RETURN actions.



Credits

- designed by Gabriel Toschi
- available to licensing: eu@gabtoschi.com