

GAMES OF THE GALAXY HOLODEX



CREDITS

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LICENSING



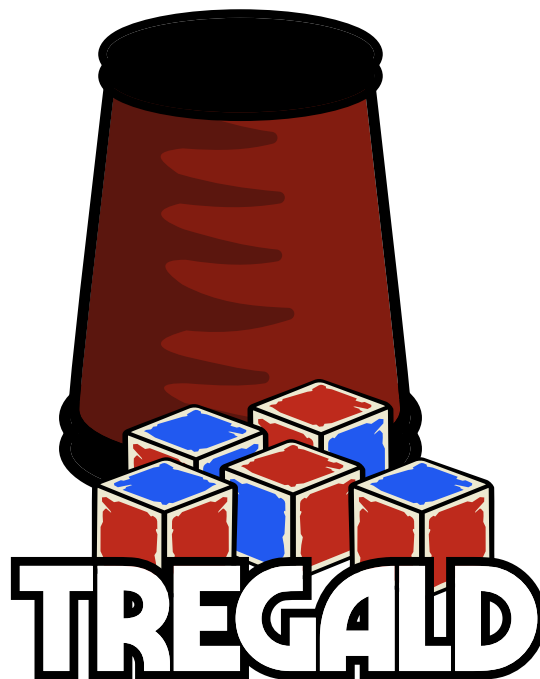
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SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Rules Link:
www.gamesofthegalaxy.com/tregald



RULES FOR TREGALD

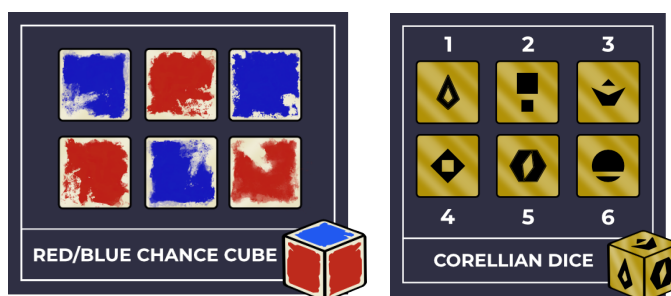
Tregald adapts the game of Liar's Dice for the Star Wars universe. It was mentioned in the *Riders of the Maelstrom* adventure module from West End Games' Star Wars Roleplaying game. The game involved gambling, deception and was played in a cantina booth on the luxury starcruiser *Kauri Princess*.

GOAL

The player with the most points is the winner of the game.

SETUP

x5 Chance Cubes - (Six Sided Die with 3 red and 3 blue sides) **OR x5 Corellian Spike Dice** (Six Sided Die with Symbols Valued 1-6)



Dice Cup - A cup for rolling and concealing the dice

Gaming Chips, 1 Green and 1 Yellow x Players - Each player receives a green and yellow game chip.

Scoring Slate - The Scorekeeper will record the player's names and scores during the game.

Prize Pot - Any stakes laid for this game are placed in the Prize Pot.

GAMEPLAY

1. CHOOSE SCOREKEEPER & TREGALD

The Scorekeeper begins the scoring sheet and distributes a green and yellow chip to every player. The player to the Scorekeeper's left is the Tregald.

2. THE ANTE (OPTIONAL)

Each player pays the agreed ante into the pot for this game.

2. THE SET

The player acting as Tregald rolls the 5 chance cubes in the Dice Cup and places it facedown on the table. The Tregald is the only player that can look under the cup to view the result. The Tregald then declares what he has rolled, by declaring something like 'I have four blue'. The Tregald's declaration can be the truth or a bluff.

3. THE CALL

Each player secretly places one of the coloured gaming chips into his fist and rests it on the table. The Green chip means the player believes the Tregald's declaration is true. The yellow chip means the player believes the Tregald's declaration is a lie.

4. THE REVEAL

Once all the players have their fists resting on the table, the Tregald lifts the Dice Cup to reveal the roll result. Then all players open their fists to reveal the colour of their chip.

5. SCORING

The Tregald receives 3 points for every player he deceived with his declaration, and 2 bonus points if he deceived all the players during his turn. A player gets 1 point if he matched the Tregald's declaration. The Scorekeeper records all points awarded during this turn. The Chance Cubes and Dice Cup are then passed to the next player on the left who becomes the Tregald.

WINNING THE GAME

The player with the most points after three rounds is the winner of the game. If there is a tie, play additional rounds until the tie is broken.

VARIANTS

Corellian Dice

Instead of using the red and blue chance cubes, you can use 5 Corellian Spike dice. The only factor that changes is when the Tregald makes his declaration. For instance, the Tregald will declare what he has rolled by saying something like, "I have 4 Crowns". The Tregald's declaration can be a truth or lie.