

Explaining Le Truc

☰ Tags

NOTE: The basic game is for 2 players, but 4 may play in partnerships. That variant is not explained here.

▼ Objective

- Le Truc is an old French gambling game which is very simple to play. It's a trick-taking game with betting and bluffing.

▼ Setup

- Standard deck, trimmed to 32 cards. Remove the cards ranked 2-6.
- In this game suits don't matter. The cards are ranked Ace high, then King, Queen, Jack, 10, 9, 8, 7.
- Decide first dealer (a common way is to see who cuts the deck to the highest card). Alternate dealers after each hand/round.

▼ Playing Rounds

- The game is played in rounds until one player scores 12 points.
- The winner of each round scores 1 point by default, but may score more if the players have raised it (explained later).

▼ Dealing

- Shuffle and deal 3 cards to each player.
- Players look at their own hands but do not reveal them.
- The player who did not deal may say "play", in which case play begins, or they may ask for a new deal.
 - If the dealer does not agree to a new deal, play proceeds with the existing cards dealt.

- If the dealer agrees, each player lays their cards down unexposed and receive 3 new cards.
- Players may do a re-deal only once per round, and only if both players agree.

▼ Trick Taking

- A round is won by the player to win two out of three tricks. (A trick is where each player will play a card face up and the cards are compared by rank.)
- There is no trump suit (unlike other trick taking games).
- There is no obligation to follow suit (unlike other trick taking games).
- The suits don't matter in this game at all.
- Each player may play whichever card they like on each trick.
- The non-dealer leads the first trick (they play the first card), thereafter the winner of a trick leads the next one.
- A trick is won by the higher card. Should both players play a card of equal rank, the trick is spoiled and is claimed by the first player to win a trick in that round.
 - E.g., if the first trick is spoiled, it is claimed by the player to win the second, if that is spoiled too, both are claimed by the player to win the third. If the second trick or third trick is spoiled, it is claimed by the player who won the first trick, thus the first trick of a round is the most important to win.
 - If all three tricks are spoiled, the round is considered a draw, and the deal passes to the next player.
 - When a trick is spoiled, the leader of that trick will lead the next.

▼ Raising

- Each round is worth 1 point to start with.
- At any time on a player's turn, before playing their card they may offer to double the value of the round. They may do this on any of their turns, regardless of whether they are leading or following.

- If their opponent accepts the double, play continues at double value.
- If their opponent declines, they have “folded” and concede the current value of the round to the player offering to raise the value. The folding player tosses their cards to the table (face up or face down, it’s their choice).
- A player cannot double the value of the round to a point where someone could go beyond 12 points. However, a player may instead offer to raise the value of the round to the remainder of the points needed to win the game. If their opponent accepts, the points at stake become their remainder as well, irrespective of how many points they currently have. In other words, if both players agree to play for remainder, the winner of the round will be the winner of the game. If their opponent declines, they fold and concede the current value of the round as usual.

▼ Winning

- The winner of the game is the first to reach 12 points.
- In this game it is also common to play best of 3 or best of 5.

▼ FAQ

- What’s the verbal etiquette when betting?
 - It’s best to state the new value aloud (e.g., raise to two?, four if I play? etc.). If offering to play for remainder, make the intent clear by saying something like “play for remainder?” or “winner takes all?”.
- Are players allowed to reveal their unplayed cards at the end of a round?
 - It’s their choice!

▼ Variants

- Lucky number seven
 - Sevens beat Aces.
- Raise by two
 - Instead of all raises being a double, all raises are by +2 points, except the first raise, which raises from 1 to 2 points.

- Raise by any
 - Players are allowed to raise by any amount.
- Play to 16
 - Play to 16 instead of 12, allowing the doubling to get even more intense.