



LOOT TRAP RULES



Goal of the Game

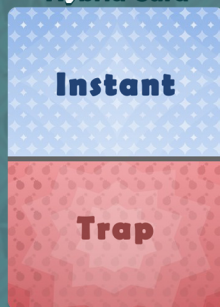
Bank five treasures by the end of a turn or reduce all opponents' health to zero.

Game Contents

130 Cards Consisting of:

- 9 Character Avatar Cards
- 6 Roll Cards
- 4 Health Counter Cards
- 4 Reference Cards
- 4 Variant Cards
- 103 Draw Cards
 - 10 Equipment Cards
 - 12 Loot Cards
 - 81 Hybrid Cards

Hybrid Card



Setup

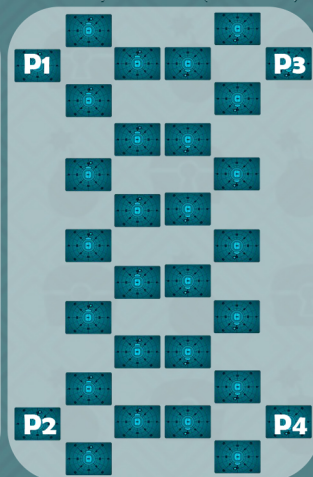
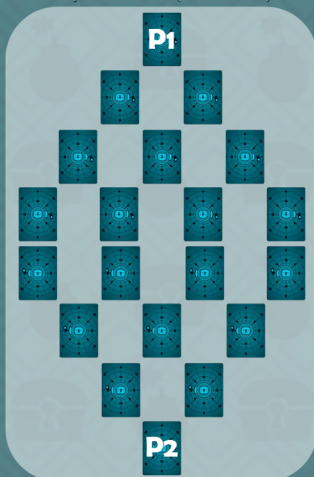
1) Each player starts with the following:

- Player Chosen Character Avatar
- Double Sided Health Counter Card Rotated So 8 Is on Top
- Shuffle and Draw Four Cards

2) Deal cards face down using the example diagram pictured below. Remaining Draw Cards should be kept nearby for the draw action during a player turn.

2 Player Game (20 Cards)

3 or 4 Player Game (30 Cards)



Many playing field shapes can be experimented with to make a custom game.

3) Each player places their Character Avatar card on the single facedown card in front of them.

4) Shuffle the 1-6 Roll cards and keep them in a separate pile from the draw cards.

5) Whoever lost the last game played (this game or otherwise) goes first.

Active Player's Turn

The active player must perform the following **THREE** steps during a turn in this order:

1) DRAW

You must Draw a single card from the deck.

Maximum hand size is six and if this is exceeded when a player ends their turn, they take one damage.

If a card is ever to be drawn and there are none, shuffle the discard pile to re-create the draw deck.

If at the start of their turn, a player has zero cards, they must immediately draw three cards and end their turn.

2) MOVE

You must move one space in any surrounding direction that isn't already occupied by another player.

The space you have just left behind, rotate the card horizontally to arm the trap.

If an effect ever forces a player to move, arm traps as necessary as they are moved.

If movement is ever impossible due to surrounding characters, hop over a character and end up in a surrounding space behind them to move.

3) ACTION

You **MAY** Choose from **ONE** of the following:

PLAY

An instant card (top portion of a hybrid card) by revealing it, resolving it, and then discard the card.

OR Equip a piece of equipment on you or an opponent.

OR Bank a piece of loot from your hand by lying it in front of you face up.

If a card is played and cannot be fulfilled for any reason, discard it and move on to the discard step.

LAY

A trap on top of any unoccupied adjacent card by placing it face down horizontally.

If a non-player trap was armed in a space previously, flip it face up and set it vertically and then place your trap on top. This is to show the card lost in this exchange as well as mark a player issued trap. Both are discarded when the top trap is resolved.

A player issued trap cannot be swapped by another trap unless a card effect says otherwise.

Please refer to the Setting Traps card for a visual guide

PEEK

At the card beneath the player pawn and choose to perform one of the following:

Swap - Trade a card from your hand for the card.

Discard - Discard the card and replace it with a card from the draw deck.

DISCARD

After your action, you **MAY** discard a card. If you discard and did not Play, Lay, or Peek this turn, you **MAY** draw another it's place. The next Player's turn will begin unless you have five banked treasures.

Traps

When a player lands on a piece of the playing field with a trap armed (turned horizontally), they must reveal the card and resolve any effects immediately, then discard it. If the playing field is left blank during this process (or any other), put a face down card from the draw deck in the empty space. The target of a trap is the player who landed on it unless the trap specifies a target otherwise.

If the trap is a hybrid card, resolve the trap portion on the bottom. If it is **LOOT**, it can be banked immediately for free. **EQUIPMENT** must be immediately equipped on any player or discarded if revealed as a trap.

Player laid traps are indicated in one of two ways:

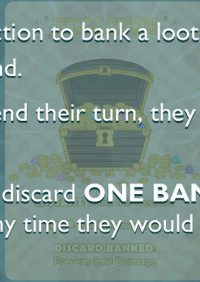


Loot

A player can use a **PLAY** action to bank a loot card in front of them from their hand.

If they have five when they end their turn, they automatically win the game.

A Player can also choose to discard **ONE BANKED** loot to prevent one damage at any time they would receive damage.

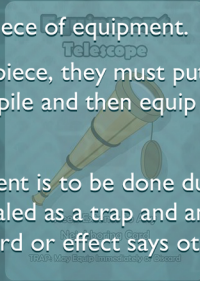


Equipment

Each player can equip one piece of equipment.

If they wish to equip a new piece, they must put the original piece in the discard pile and then equip the new one.

Equipping a piece of equipment is to be done during the **PLAY** action or when revealed as a trap and any player can be the target unless a card or effect says otherwise that is in play.



Additional Effects

The following icons add additional effects to hybrid cards.



CHAIN

During the **PLAY** action, the played card with this icon was a free action, take another Play/Lay/Peek action.



STOP

If the **ACTIVE** player triggers a trap with this icon, their turn ends immediately after they resolve any forced movement (if any) due to a card effect. If a non-active player resolves a trap with this icon, resolve normally.



MULTIPLY

Any number value is doubled if this trap was player laid.



OUT OF TURN

Can be played as a normal action during a players turn or as a free action during any other players turn.

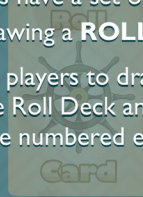
Characters & Roll Cards

Character Avatar cards have a set of unique abilities that can be triggered by drawing a **ROLL** card.

If a card ever instructs players to draw a Roll card, the top card is drawn from the Roll Deck and the number card result triggers the same numbered effect on a Character Avatar card.

If multiple players are to draw a role card, the active player always goes first, the remaining go in clockwise order.

Once all roll cards have been used, shuffle them back together to be used again.



End Game

If a player receives any damage, rotate or flip the life counter card so that the top edge reflects the current health of the player.

If a player would be reduced to zero health and does not have any banked loot to discard in order to negate the damage, they have lost.

A player also can win if at the end their turn they have five loot banked.

3 - 4 Player Rule Change

Players need to bank only four loot to win rather than five.

If an opponent ever needs to be targeted or involved in a decision, the active player will choose which opponent is the target.

If a player is eliminated from the game due to health loss, they will discard any loot (banked or in hand) into the discard pile and when it is their turn again, they may now perform the following three optional actions:

Draw a Card (Immediately discard it if it is loot)

Draw a Roll Card

Roll 1-3 = Do Nothing

Roll 4-5 = Lay a Trap Anywhere (If Possible)

Roll 6 = Move All Opponents in Any Direction Once

Discard (Never End a Turn Exceeding the Hand Limit)

Variant Cards

A variant card is an optional card that changes gameplay aspects to produce a new gaming experience and promote replayability.

There are four double sided variant cards and a game can be played with up to four active, but only one side of the card can be used per game.

Reminders & Clarifications

Player Turn: Draw, Move, Action, Optional Discard

If a piece of the playing field is ever left blank, it is to be replaced by a face down card from the draw deck.

If an effect ever moves a player pawn into multiple traps, resolve one trap after another as needed and in the order they were landed on. Don't forget to arm new cards as the player leaves them. If a STOP icon appears during a trap chain, finish the chain and if the affected player is the active player, their turn ends immediately.

Surrounding card is a card that could be moved to in one space, diagonally of adjacently.

Free actions can only be performed when a regular action would normally. For example, if Peek is a free action, it can only be performed after the DRAW and MOVE step and during Play/Lay/Peek.

If there ever is a situation where all players are reduced to zero health at the same time and neither can prevent the damage, the game is a draw.

A Player can never go below zero health. So, if a player has one health remaining and takes two damage, they have zero health, and if they happen to have banked loot, they can discard one or more to regain health and continue playing.

Setting Traps



Resolve Only Top (Hidden) Trap
Discard Both Cards After Resolution



Cannot Set Trap

Credits

Game Designer - Curtis Melroe Artist - William Giamas
All game and art assets are owned by Parlane Games