Rules book

Version: 3.0.

Document by:

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Location

Vancouver, Canada.

Contents

Game details

Genre: Battle race.

Number of players: Solo or up to 3 players.

Duration of game: 45 – 60 minutes.

Suggested age of players: 14+.

Game content

- 1 Trap Attack Gameboard;
- 55 Action cards, including:
    - 32 Trap cards;
    - 23 Item cards;
- 46 Skull token cards:
    - 3 Simple Yellow;
    - 3 Simple Green;
    - 3 Simple Red;
    - 3 Simple Blue;
    - 4 Rainbow skull;
    - 2 blue skull shield;
    - 2 green skull shield;
    - 2 red skull shield;
    - 2 yellow skull shield;
    - 3 rainbow skull shield;
    - 4 blue skull walk;
    - 4 green skull walk;
    - 4 red skull walk;
    - 4 yellow skull walk;
    - 4 rainbow skull walk;
- 3 color dice (pawns), 6 faces.
- 2 dice solo mode:
    - 4 faces (AI movement)
    - 6 faces (AI actions)
- 20 Relic cards (combo cards):
    - Making a total of 10 combos.
- 16 Battle Loot cards.

Introduction / theme

You are a Rogue, sent by the leader of your fleet, in an expedition to find the treasure of an abandoned civilization, found in a volcanic island in a distant foreign sea, while navigating looking for somewhere to seize valuables and conquer.

Seen from distance at night, anybody could see the gleam of rays coming from the island, what could that be, if not the richest treasure?

Hoping that no one else had seen, you were designated to find whatever it was the resource of those rays, bring it back to your base and leave the island with glory to be shared among your people.

Were you the only who found that island? Don't count on it!

Your mission is to claim the crystal for yourself and escape the island with it

Overview

Trap Attack is a competitive game in which you are an explorer of ancient ruins. Race to be the one which takes the temple's crystal and escape safely, while dealing out trap attacks to your rivals.

The core elements of the game include: race, card casting, simple resource management and combo cards matching.

Objective

Your goal is split in two goals: The first is to reach the crystal in the last space of the board, and then go back to the boat, with the crystal, before your opponents. The second is to gather more points as possible by killing the opponent's pawn, buying relic cards and winning the race, in order to win the competition. You win the game by accumulating the highest score points.

Setting up the Game

1. Allocate the boards to the respective players, open it up and place on a table or a hard surface, enough to maintain the balance of the game pieces;
2. Place the deck of cards on either one of the sides, along with the tokens, battle loot cards, relic (combo) cards and skull cards;
3. Separate a spot on the table for the graveyard, where the used cards will be discarded.
4. Place the pawns (colored 6 faces dice) with number 6 up, on the base of the respective board.
5. If playing solo mode, place the 4 sides yellow die and the 6 faces gray die (the one with "Cast Trap" and "Block Trap" on it), both in front of you.
6. You are ready to play!

How to Play

Starting up

First, you need to shuffle the cards decks, then each of the player will roll their respective pawn dice to decide who is gonna play first. All players must have 3 cards on hands and 6 skull cards in every turn, being drawn in the beginning of every turn. The AI must don't have cards on hand.

The beginning space is the one next to the boat, with the number 30 on it.
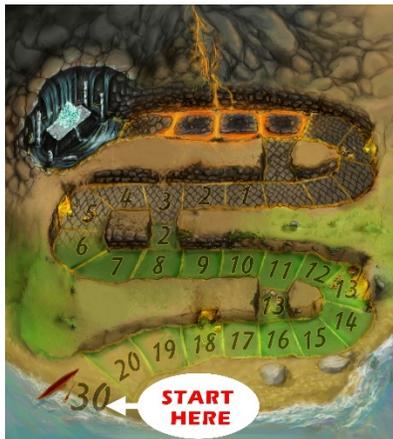
Players

The player character is represented by a colored die of 6 faces, each die representing a respective clan.

The 6-sided die represents the amount of life for each pawn, therefore, 6 life points. Starting with 6 life points, when reaches 0, the pawn gets unconscious. When the pawn is "unconscious", it goes back 2 spaces. Then the pawn's life is regenerated back to 6.

When the pawn dies, it will go back 2 spaces and the attacker will receive a loot, earning a random score, being removed from the loot deck, and can only be revealed at the end of the game, so when withdrawing, it must be placed face down on the player side of the table.

The pawn's life will not exceed 6 if the healing item is used and the number would exceed 6.

Important note: in case of a pawn being unconscious right after the shortcut, it must go back through the path it went.

Game Play

There are some possibilities of actions in every turn, it may vary, but there are some restrictions, following below:

1. Beginning of the turn;
2. Make sure you always have 3 action cards and 6 skull cards in the beginning of your turn.
3. Move your pawn 1 space without the cost of a skull card, as an obligatory move (unless if you are under paralysis effect);
4. Possible actions by using the skull cards as a resource (not in a particular order):
   a. To move (you can use as many as you want, if you got 6 movement cards, you can use all of them if you want);
   b. Pay to use an action card;
   c. Use an item;
   d. Buy a Relic card;
   e. Discard up to 2 action cards to buy 2 new ones (restricted to 2 per turn);
   f. Use 3 of the same color of skull card to move 1 space forward;
5. If you have coins, you can use them as a resource for casting any action card (it doesn't apply for the Relic cards or movements);
6. End of your turn;

Important rule:

- In a 2 players or solo game, you can use up to 2 action cards (1 attack and 1 item) for turn, never 2 items or 2 attacks;
- In a 3 players game, you can use up to 3 action cards (1 attack per opponent and 1 item) for turn, never 2 attacks in one single opponent, nor 2 items.

Every round is complete after all the player´s turn is finished. For instance, if in a game with 3 players, then after 3 turns, will be 1 round cycle. There is no limit of rounds, the game ends when a player reaches the respective base, holding the crystal.
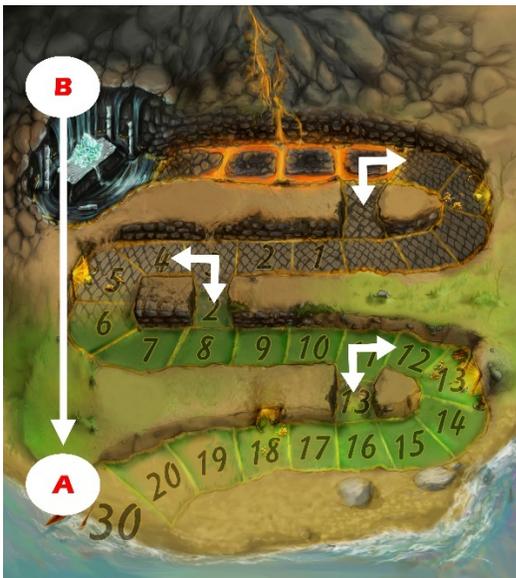

Game Flow

The game is separated by 2 stages. Stage A-B, and Stage B-A.

The Stage A-B means that you have to go from point A to point B.
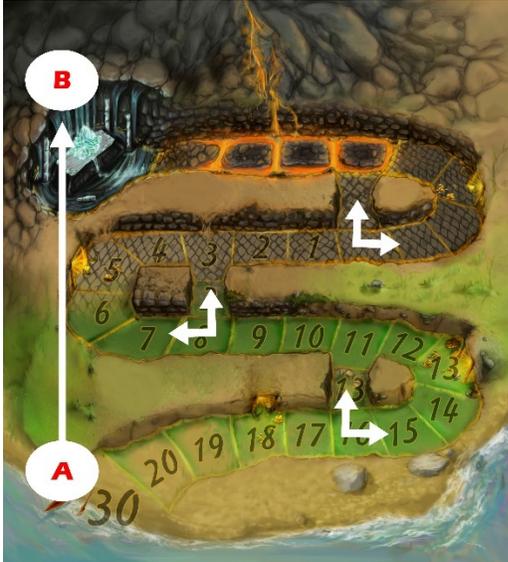
The second stage, B-A, means that you have to go from point B to point A.

Note: The smaller arrows you see on the images, represent the paths you can follow. You can choose either going through the shortcut or going through a mine path. Keeping in mind that, you can only get the coins, if you go through the mine path.

Victory condition

The victory is achieved within the highest score. The points can be gotten by:

- The winner of the race itself, wins 30 points;

- The player will get the points of the last space landed, from 1 to 30. For example, if your opponent had finished the race while your pawn was on the number 15 space, then you get 15 points just from the race itself).
- Having Relics cards. For every combo made, you get extra 3 points per combo, plus the number on each Relic card. Check the example:

 2 Relics cards: 2 + 6 = 8 + 3 (combo). Total of 11 points.

- Having Battle Loot cards. They are gotten by "killing" a pawn. Each loot provides you points, which you add to your final score.

  <u>Important note</u>: You can't check the Relic nor the Batte loot you have gotten until the race is finished. You can only check them and how many points you have accumulated once the race is over.
- Finishing the game with an unused coin: Each coin provides you 1 point each.

Whoever has the highest score, wins the game.

General Rules

When the life of a pawn reaches 0, the pawn is unconscious, coming back 2 spaces as a penalty, regenerating the pawn's life back to 6. In consequence, the player who beat that pawn, will receive a Battle loot card.

When you use an Action card, you must discard it and place it in the graveyard, accordingly, it it's an Action, you place on the top of the Action discarded deck, if it's a skull card, then you place on the top of the skull discarded deck.

Replenishments:

After the last card of any deck is taken, you must then get the cards from the graveyard, shuffle them accordingly, skull with skulls, action with action, and place them back to the original spot.

- **Coins**: You must replenish them after you got the crystal and only for those you have used already. Starting the replenishment from the crystal (point B) to the boat (point A) in the order: 1, 2, 3 and 4. You can't decide which to replenish.

Check the example below:

For example, you got 3 coins (number 4, 3 and 2), leaving the last one on its place. So then, if you've used 2 coins, then you'd have to replenish the number 2 and 3, ignoring the number 1, because you didn't get that coin, and not replenishing the number 4, because you must follow the order, 1 2, 3 and 4.

Important note: your replenishment will never benefit the opponent, which means, the coins that you have replenished, will be never taken by the opponents.

- **Life points**: The Crystal space counts as a check-point, healing 2 life points of a pawn (testing if 2, 3 or full).

Movement

You get a free move in the beginning of every turn, unless your pawn is under the "paralysis effect", which prevents it to move for 1 turn.

In order to move your pawn (while not under the "paralysis effect"), you must pay using a skull card with a foot icon. You get 1 move each card.

The other way is to sacrifice 3 of the same skull card's color or 3 shields to get 1 movement.

Reiterating from previously, you can use as many as you want, if you got 6 movement skull cards, you can use all of them if you want.

After getting the Crystal

The Crystal is a check-point and a bridge to the second stage of the game, which is the stage B-A, going from the point B to the point A to finish the race and the game.

Getting to the crystal space, will heal your pawn's life by 2 points (testing if 2, 3 or full).

As a physical representation, you must get the Crystal token, meaning you are heading back to the boat.

Coins

The coin is not mandatory to be used, however, it's very valuable and it works as a bonus resource to cast any Action card without the need of a skull card.

For example: The card "Boulder Trap" requires a red, yellow and rainbow (any color) skull cards, in order to be used. Instead of using the skull cards, you can use just a single coin.

On the other hand, the coin, if held until the end of the game, will add 1 point to the final score, each. (testing if 1 or more)

Coins can be collected by passing them on the board. You do not need to step on the same space (the mine) to pick them up, when you step on the mine or pass by it, you collect one coin (only one).

After you use the coin, you must discard it and place in the graveyard or in the coins bag.

The coins will be replenished when you reach the crystal. But only those that you have used, you can replenish, only if there are less than 3 coins on each respective mine.

Reiterating from previously, you must replenish them after you got the crystal and only for those you have used already. Starting the replenishment from the crystal (point B) to the boat (point A) in the order: 1, 2, 3 and 4. You can't decide which to replenish.

Important note: If it happens of your pawn being pushed back a few spaces before the mine which you have collected the coin already, you can't get another coin from that mine.

Skull Cards

The Skull cards can be used in three ways:

- As a payment resource for the use of an Action card or to buy a Relic card (combo cards).
- To move your pawn through the spaces;
- To block an Action card cast by an opponent.

Action Cards

In total, there are 2 types of Action cards: Attack and Item.

The Action cards can be played at any time in your turn, in addition, the items can be used even in the opponent's turn.

There are cards for offensive effect: dealing damage (red color background), pushing an opponent backwards (yellow color background) and paralyzing (gray color background).

And there are cards for defensive effect (all blue color background): healing life, pushing yourself forward, nullifying trap effects, and some other with specific effects. You can check all of them one by one if you want from the deck.

Important note:

- In a 2 players or solo game, you can use up to 2 action cards (1 attack and 1 item) for turn, never 2 items or 2 attacks;
- In a 3 players game, you can use up to 3 action cards (1 attack per opponent and 1 item) for turn, never 2 attacks in one single opponent, nor 2 items.

Dealing damage

The cards with the icon, represent the Damage cards.

The damage can be from 1 to 4.

Pushing backwards

The cards with the icon, represent the Pushing cards.

The pushing effect can be from 1 to 3 spaces.

Paralysis Effect

The cards with the icon, represent the Paralysis cards.

The pawn can't move for 1 turn. <u>But the player can still cast cards or buy relic cards.</u>

In the case, to have a better control of the turn, the player must get the "X" token and place it on the respective side of the table to visually represent the effect and remove it after the turn is over.

Relic Cards (Combo Cards)

Relic cards are relics taken from the abandoned civilization. They add points to your final score points.

You need to organize them, following the image below as a guide:
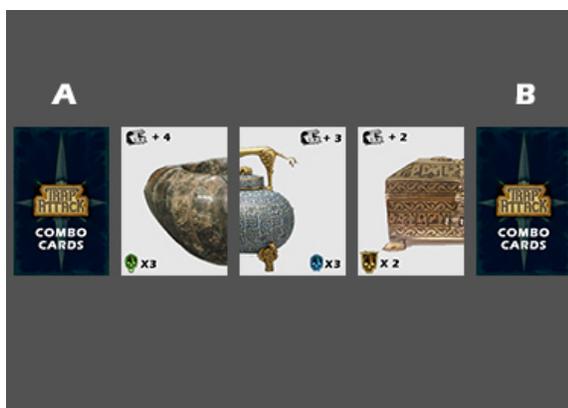
You can buy only one Relic cards with the cost of skull cards, per turn.

There are a total of 20 Relic cards, meaning, 10 possible combos that you can achieve.

For each combo made, you get 3 extra points. For example, if you get 2 Relics cards: 2 + 6 = 8 + 3 (combo). Total of 11 points.

You can't look the cards after taken, you have to place it facing down on your side of your table. You can only check them once the race is finished, to count your total points.

You can't buy a Relic Card with a coin.

It is always required to have 3 relic cards faced-up on the table.

If none of the players has bought any relic card, then you have to "cycle" them (from left to right). Meaning that you need to get the last one from the right and place it to the right side, faced-down, and move the rest from the left, to the right.

After there is no card left on the left pile (deck), then you move the pile from the right side to the left side.
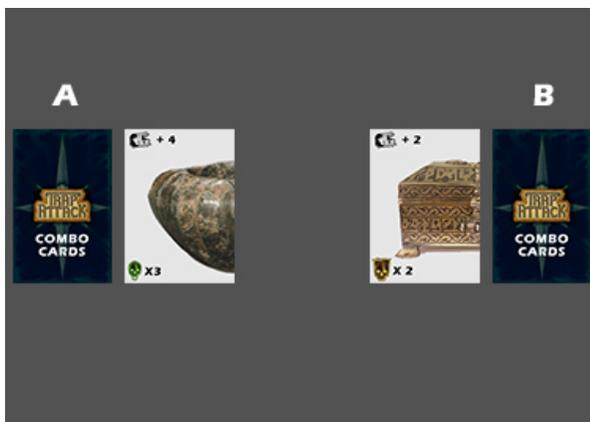
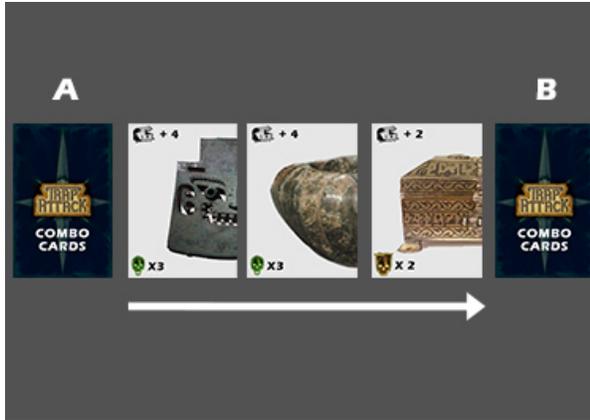Check out the images for a better understanding:
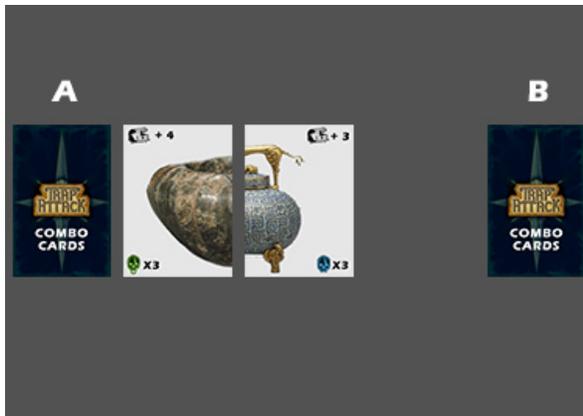
In this first image, let's say you got the one from the right, then you have to "cycle", pulling the 2 left to the right (form A to B) and draw a new card to place it on the empty spot, like this:
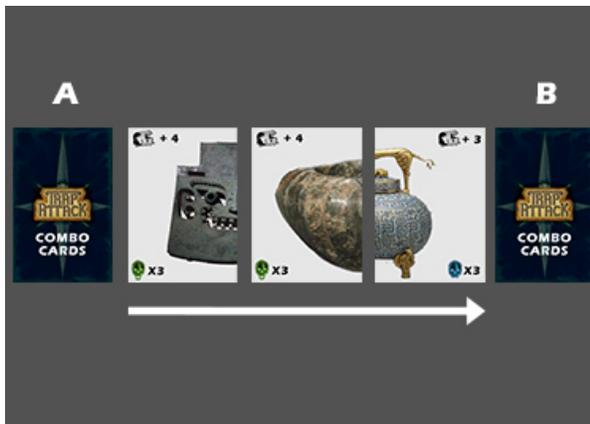
If you bought the one in the middle, then you pull the one from the left, to the right.

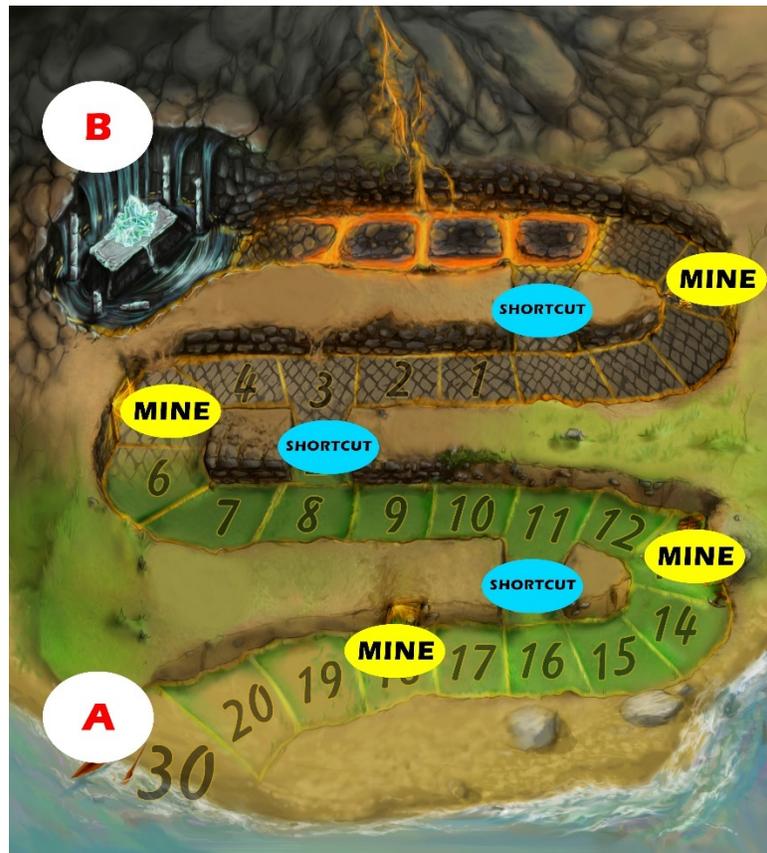Draw a new card and place it on the empty spot.

Battle Loot Cards

The Battle Loot cards are received after killing a pawn. The value of these cards ranges from 1 to 4. (Temporary illustration)

When taking the card, you have to place it faced-down on your side of your table. You can only check them once the race is finished, to count your score points.

Board Guide

Scoring

You get points by getting Relic cards, Battle loot cards, coins and by finish on a space with a number on it.

You only get points from the race, only if you have gotten the crystal. The minimum race point is 1.

Solo Mode

For the solo mode, the AI will be represented by the 4 sides yellow die for the movement, and the 6 sides gray die (the one with "Cast Trap" and "Block Trap" on it), for the AI actions.

As the player gets 1 free move, the AI also gets 1 free move per turn.

The 4 sides yellow die must be rolled every AI turn to check how many spaces the AI will move. (testing if 4 is too much or set another way to move).

Afterwards, you must roll the 6-sided die to check what will be the action of the AI. It can be:

- Block: It works only in the player's turn. Every time the player cast an offensive card against the AI, so then, the 6-sided die must be rolled. If rolls Block, then the AI blocks the effects of the card cast by the player. – chance: 2 of 6.
- Buy relic: It buys a relic card without a cost, but it buys always the one from the right. – chance: 1 of 6.
- Action Card (it cast the first action card from the deck, without a cost). – chance: 3 of 6. Exceptions:
  Some item cards won't have an effect if drawn by the AI, nothing will happen, such as:
  - Ancient Ceremony Plate;
  - Invisibility Cape;
  - Reflective Energy;
  - Shield;
  - Swap Effect;

  In case of drawing one of the cards listed, the player must discard it and draw another card, and repeat the process if another card listed is drawn.

The AI life points is also represented by a colored die, choose by the player.

Instead of the AI holding cards, when it rolls "cast card" on the die, the AI draws the first card from the "Action cards deck" and immediately use it without any cost. Requiring only for the player to see if it can be blocked or not.

The AI path can be chosen by the player, as a difficulty level if you may, but if you chose one way, it will be always the same until the end of the game:

- Through the longest path, but it will never get the coin from the mines.
- Through the shortcut.

If you'd like to follow a playthrough to understand it by watching, please check out the youtube video explaining how to play the game (it doesn't exist yet).