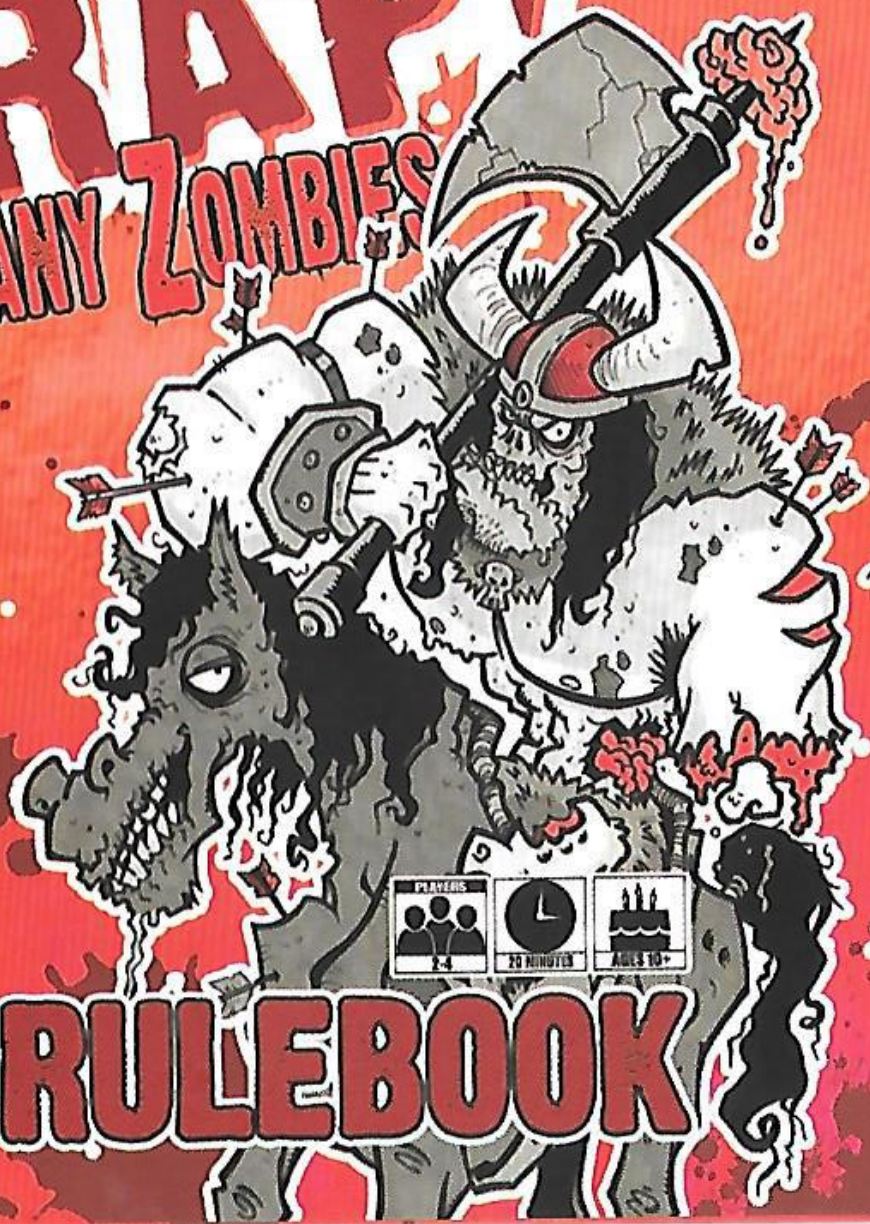


TRAP!

ZANY ZOMBIES



PLAYERS
2-4

20 MINUTES

AGES 10+

RULEBOOK

INTRODUCTION:

Welcome to TRAP! As a native of your planet, you are trying to gain the favor of the infamous intergalactic collector Zela (Zik-Zik) Von Flatuus. (Zela proudly claims that all of her friends call her Zik-Zik, but no one really does.) As it were, Zela has a pervasive penchant for collecting notorious naughties from different worlds, and her attention has fallen on the Earth itself! As she continues to collect her trophies of treachery, Zela promises ravenous riches to those who overcome their trepidations, and assist in the TRAP!

OBJECTIVE:

Be the player to claim and save the highest score of trapped creatures at the end of the game.

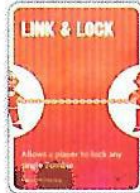
CONTENTS:



6 CREATURE CARDS



7 ACTION CARDS



1 LINK & LOCK CARD



12 TRAP! CARDS



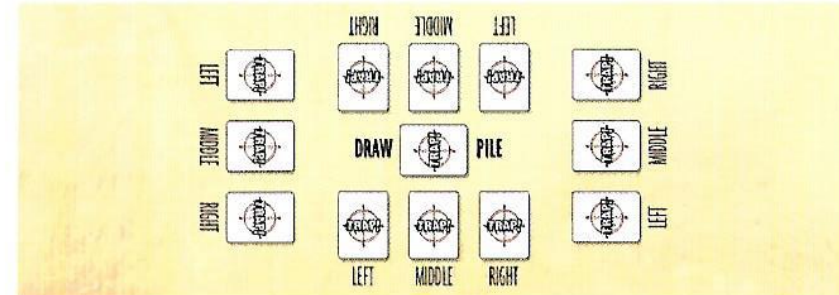
1 SUPER TRAP! CARD



1 SIX-SIDED DIE

GAME SET-UP:

Shuffle all of the cards into a draw pile. Deal each player three cards. Players may look at their cards before they place them facedown on the table in the positions: (Left - Middle - Right). All of the players' cards form a circle of facedown cards on the table.



Players may not switch the positions of their cards once they have placed them facedown (although they are free to look at them as many times as they like during the game). In a way, TRAP! is a memory game!

TRAPPING, CLAIMING, AND SAVING CREATURES:

A game of TRAP! has 5 rounds of play.

Although many creatures may be trapped in a round of play, the first round is over when the target creature for the round (creature number 01) is trapped. The second round is over when the target creature for the round (creature number 02) is trapped, and so on up to the fifth round.

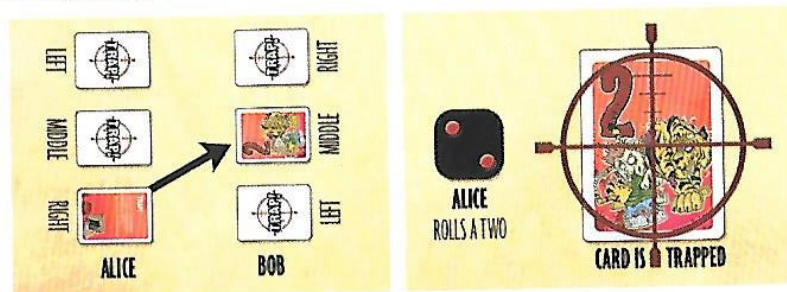
All creatures are trapped in one of two ways:

By a player who simply flips a Creature card over as a turn (see rule 6c below).

By a *TRAP!* card and a high enough die roll (see rule 6a below).

As we said earlier, a round of play is over only when the target creature is trapped (the round number always matches the target creature number). But who claims and saves the target creature for themselves? It is not necessarily the player who trapped it! When the target creature is trapped and the round is over, all players reveal their facedown cards. The player who reveals the creature with the highest scoring number gets to claim and save the target creature for the round. This could be the player who actually trapped the target creature, or another player who was lucky enough to have the highest numbered creature as one of their three facedown cards.

FOR EXAMPLE:



Four friends are playing *TRAP!* (Bob, Carol, Ted, and Alice). Let's say that it is Round 2 (so we are looking to trap creature number 02). Alice flips and plays a *TRAP!* card on Bob's Middle card. Bob flips over his card and reveals creature 02! The die is rolled, the creature is trapped, and the round is over! But who claims creature 02?



It is not necessarily Alice! All players flip their three cards face-up. As you can see, Alice has creature 05, Ted has creature 03, but Carol has creature 06! Since Carol has the creature with the highest scoring number, then she will claim and save the target creature (creature 02) for herself. Carol puts the creature off to the side (out of play). Later, it will be used to determine her score!

Note: After a target creature is trapped, if no player reveals a facedown card with a creature, then no one claims and saves the target creature. The target creature is removed for the remainder of the game (do not shuffle it back into the draw pile).

Note: Once the target creature is trapped, then the round is over. The player who flipped that creature face-up or who launched the *TRAP!* card that trapped that creature does not get the chance to draw a replacement card from the draw pile until after all players' cards are revealed and the target creature is claimed and saved.

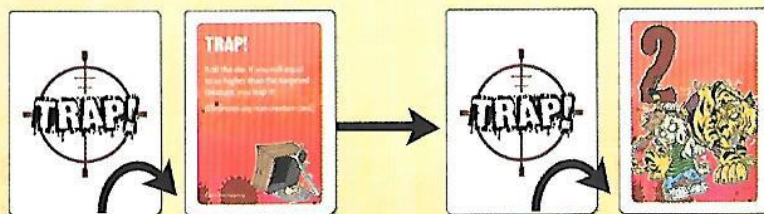
LET'S PLAY TRAP!

Players take turns starting each round of play. Roll the die to see who goes first!

A player takes a turn by flipping over one of their three facedown cards. There are three different types of cards in the game:

A) *TRAP!* Card:

If a player flips a *TRAP!* card, then they must place it on any one of their opponent's three facedown cards (Alice did this in our example). The opponent must immediately reveal that card by flipping it face-up.



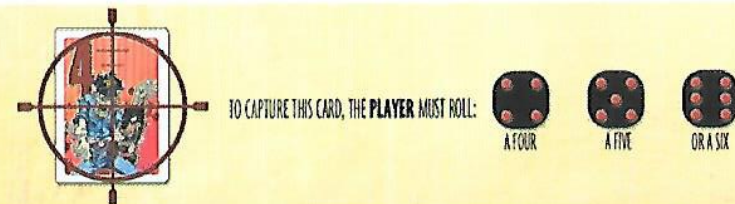
ALICE FLIPS OVER HER CARD, PLAYS IT ON TOP OF BOB'S CARD, CAUSING BOB'S CARD TO FLIP OVER AS WELL.

If the opponent's card is an Action card or another *TRAP!* card, then nothing happens. Both cards are discarded, both players draw replacement cards and place them facedown into the empty positions in front of them. The player's turn is over.

If a *TRAP!* card is placed on a Creature card, then the active player must roll the die. If the number rolled is the same number or higher than the creature's scoring number, then the creature is trapped!

FOR EXAMPLE:

If the creature's scoring number was a four, then the player would have to roll a four, five, or six to *TRAP!* the creature!



If the number rolled is lower than the creature's scoring number, then the creature escapes and the opponent's Creature card is flipped back over facedown. (Of course smart players will remember where that creature is located!)

If the creature's scoring number is the same as the round number, then it is claimed and saved as described above (see rule 5 above). All other creatures trapped during a round simply go to the discard pile. **Only the target creature, which ends the round, is claimed and saved.**

B) Action Card:

If a player flips an Action card, then they may either discard it, or play it by following the directions on the card. These cards can be fun and nasty! Read each card to see what it does!

C) Creature Card:

If a player flips a Creature card, then it is automatically trapped. If the creature's scoring number is the same as the round number, then it is the target creature and the round is automatically over. If the creature's scoring number is not the same as the round number, then the creature is placed in the discard pile and the round continues.

A player's turn is over when they replace their used card (always in the empty position) and once again have three facedown cards. Remember, players may look at their three facedown cards as often as they like, but they may not change their positions.

If the draw pile runs out of cards before the round is over, then flip the discard pile over, and shuffle it up as the new draw pile!

SCORING:

A player's score is the addition of all of their claimed and saved creature's scoring numbers.



Action



Creature

ENDING THE GAME:

The game is over after 5 rounds of play, when only creature number 06 is left. The player with the highest score is the winner!

SPECIAL CARDS:

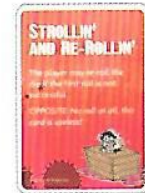
SUPER TRAP! cards give a trapping advantage to certain players during certain circumstances! Each **TRAP!** set contains one unique **SUPER TRAP!** card, and you may mix and match them as you like.

LINK & LOCK cards protect a player's saved creatures from being stolen during the game, but also provide point bonuses when used with different creature combinations during multiple deck games.

Link & Lock allows a player to lock any one creature. (The creature cannot be stolen.)

Link & Lock allows a player to link & lock any two different creatures (from different decks) and to add (+7) points to his final score! (Neither creature can be stolen.)

Link & Lock allows a player to link & lock any two different creatures (from different decks) that have the same scoring number and to add (+10) points to his final score! (Neither creature can be stolen.)



Super Trap!



Link & Lock

A Link & Lock card may only be assigned to a creature (or creatures) once. No changes may be made by the player once the Link & Lock card is in place. No creatures may be added or swapped!

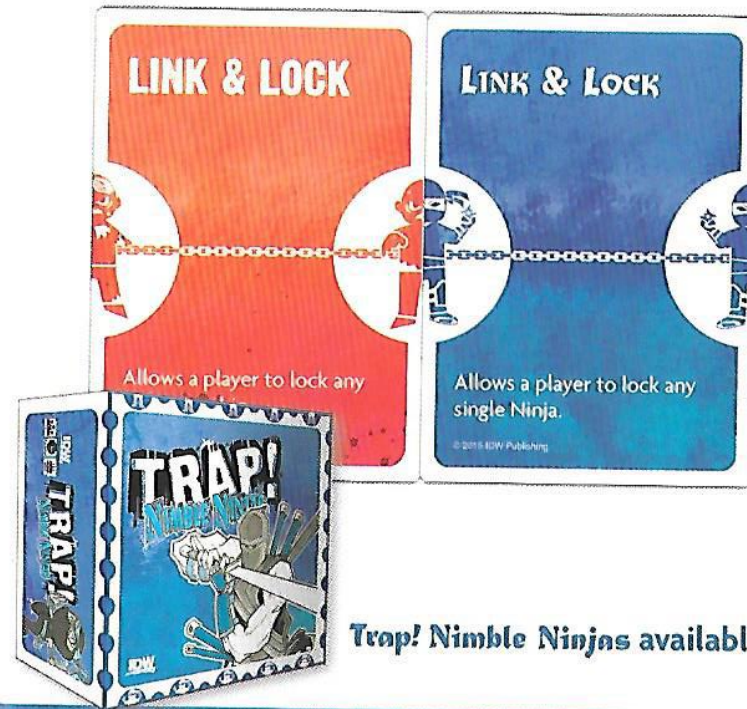
PLAYING *TRAP!* WITH MULTIPLE DECKS:

Themed *TRAP!* decks come with different creatures. To play *TRAP!* with multiple creature decks:

Shuffle all of the *TRAP!* cards together. The game will now have 6 rounds of play (since you will have at least two creatures with scoring number 06, one can be used to claim and save the other in the last round). The first round is over when any creature with scoring number 01 is trapped (regardless of how many there may be in your deck). In later rounds, any creature with a number lower than the current round may be trapped, claimed and saved, but this action does not end the round. These creatures are automatically claimed and saved by the player who successfully trapped them. They do not go to the player who holds the highest numbered creature. The current round continues until any creature with the same scoring number as the round number is trapped!

When the target creature for a round is trapped, then the player who claims and saves it will still be determined in the same way as before. But what if there is a tie? If two (or more) players' creatures have the same highest scoring number, then all players involved roll the die to break the tie!

Combine this game with **TRAP! NIMBLE NINJAS** for twice the fun!



Trap! Nimble Ninjas available now!