

At Start

3 move per turn

each Player 3 trap points

each turn +3 trap points +1 trap point per cached point % 3

at Flag 1st +15 score +3 trap points

2nd +7 score +5 trap points

Back home +10 for first

+7 for other player

Traps

Spikes 1Tp, if triggered lose 1 movement

Spring 2Tp, if triggered fling player 2 tiles

Pit 3Tp, if triggered lose all movement this turn, gain Tp

Bait self opponent

Chest 3Tp 2Tp if triggered, gain random buff

Bridge 2Tp 1Tp tile becomes passable

Level

River costs 2 movement

Mines gain Tp

Traps last 5 turns

if tripped, trapper gains 1 point per turn the trap was set