

Traps and Treasures

A Game for 2 or more Players

Instructions for Play

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Game Overview

Traps and Treasures is a game about exploring a dungeon, fighting monsters, and gathering treasure.

Game Pieces

Traps and Treasures has several pieces that make up the game, as follows:

104 dungeon tiles, 8 of each type of wall pattern

20 monster cards

24 treasure cards

50 gold pieces

Four (4) character tokens

Four (4) scoring sheets

Two (2) six sided dice

How To Play

Game Setup

1. Find a flat surface where everyone can sit and play
2. Shuffle the dungeon tiles and place them to the side. This is the Dungeon Tile Stack.
3. Shuffle the monster cards and place them to the side. This is the Monster Deck
4. Shuffle the treasure cards and place them to the side. This is the Treasure Deck.
5. Collect all the gold tokens and place them to the side in a pile. This is the Gold Pile.
6. Place the six sided dice where all players can reach them
7. Draw the top card of the dungeon tiles stack and place it in the center of the play space face down. This is Home Base..
8. Place all player's tokens on Home Base.
9. Give each player a scoring sheet. Mark off five (5) health for each player.
10. Have each player roll the dice. The player who rolled the highest goes first. If there was a tie for highest, have those players re-roll.
11. Begin playing.

Gameplay

The game is played in turns, starting with the first player, and each player taking turns around the board clockwise.

Taking Your Turn

First, discard any dungeon tiles you have in hand from previous turns, and draw five (5) dungeon tiles from the stack.

Then, you begin your turn with three (3) Action Points.

Action Points

Action points are how your player interacts with the world. They can be spent to Move, Attack, or Rest. Each type of action spends one action point, and when you run out of action points or choose to stop spending action points, your turn is over.

Moving

Moving your player token around the dungeon is how you explore and find new rooms, harder monsters, and better treasures.

To move, first choose a direction to move in. You can only move to adjacent tiles to the one your player token is in, and only in a direction that is marked with a path (white tile edge), and cannot move through a wall (black tile edge) unless otherwise stated. Then, place a tile from your hand next to the tile your token is currently in, such that any path on the new tile touches the path you have chosen to take. Then, move your token to the new tile.

Dungeon Levels and Home Base

As mentioned before, the further you explore, the harder the monsters and the better the treasures become.

The tile in the center of the dungeon is considered home base. Players cannot attack monsters or each other while standing in home base. Home base is also where you must return to in order to store the gold you find in the dungeon.

Each ring of tiles around home base is considered a deeper level of the dungeon. The level your player token is standing in when they attack a monster or receive treasure determines how difficult or beneficial the monster or treasure is.

In a two player game, the first ring of tiles around the home base is level one, the second ring of tiles is level 2, and the third ring is level 3. For each additional two players, add another ring of tiles to each level. For example, a 4 player game would have rings being levels 1,1,2,2,3, and 3

Attacking Monsters

You may also spend an action point to look for a monster to attack in your current dungeon tile. When you do so, draw the top card of the monster card stack. Depending on the level of the dungeon your player token is standing in, you will have to fight a different monster on the card. Once a card is drawn and the monster has been determined, roll the six-sided die. The result of the roll determines the result of fighting the monster. You may lose health, heal from damage, gain or lose gold, gain treasures, or even gain new action points. Watch out though, because you may also die.

Losing Gold, Life, and Death

If you are asked to lose gold, that gold can only be taken from your gold on hand pile, not from your gold stored pile. If you cannot lose enough gold, you instead must lose life equal to the difference between how much you've been asked to lose and how much gold you have on hand.

If you roll poorly, and either die outright or lose all your health, two things happen: first, you must return all of your gold on hand to the gold pile. Second, you must return your player token to home base and reset your health to five (5).

Attacking Players

If your player token shares a dungeon tile with another player's token, you can instead choose to attack that player at the cost of one action point. When doing so, each player rolls the six-sided die. If the attacking player rolled equal to or higher than the defending player, the attacking player steals an amount of gold from the defending player's gold on hand pile equal to the difference between the rolled numbers. If the defending player rolls higher, the attacker is stunned and must pass the turn.

Resting

A player may also spend an action point to recover one (1) health point. You can only recover health points as long as you have less than five health. Resting when in home base will recover all of your hit points, returning you to five health if below that, and will move any gold on hand to gold stored.

End of the Game

The game ends when any player has successfully stored 30 gold at home base. The other players then each get one final turn to rush back and store any gold they have on hand. The player with the most gold stored at the end of these turns is the winner. Ties are broken by who has the most treasure cards in hand, and then by who has the most health.