



# TRAPS

The title 'TRAPS' is rendered in a large, bold, white font with a thick black outline, set against a background of a dense jungle with green vines and leaves. Various jungle creatures are integrated into the design: a brown gorilla with a pink mouth is on the left, a blue and orange mask with a yellow nose is in the center, a green chameleon is on the right, and a red and green parrot is perched on the letter 'P'.

SURVIVAL GUIDE



2-4



12+



60-90'



KOCA  
GAMES



# WHAT'S IN THE BOX?

## GAMEBOARD

with 2 Dice



## 8 ADVENTURERS

with 8 Pawn Clips



## 8 ABILITY CARDS



## 4 PLAYERBOARDS



## 150+ GAME CARDS



## TONS OF GOLD



## 48 FLAGS





# OBJECTIVE

Be the first to navigate a human and animal duo through the jungle and out the other side.  
You'll purchase and play cards to help your team be the first to escape.

## LET'S GET SET UP

- ① **Every player chooses a color.** Collect 12 Flags and a Player Board in that color.
- ② **Distribute \$250** from the Bank to each player. (1) \$100 (1) \$50 (3) \$20 (3) \$10 (2) \$5.
- ③ **Deal out 5 Game Cards** face down for each player to put in their hand and show no one!
- ④ **Randomly distribute 1 Animal and 1 Human** Adventurer to each player. Put them into the corresponding colored Pawn Clips.
- ⑤ **Grab the matching Ability Card** for each of your Adventurers and place them face up on your Player Board.
- ⑥ **Roll the dice.** Highest roll will go first, in a clockwise order. Last player to roll gets an extra \$20.

2 Adventurers



Pawn Clip

Pawn Clip

5 Game Cards



1 Player Board



2 Ability Cards

12 Flags

\$250 Gold



# TURN SUMMARY

There are 3 parts to a turn, in this order:  
**Roll, Draw, and Play**

## ① ROLL

- **First turn:** Roll 1 die to move 1 piece out of Home Base.
- **Every other turn:** Follow the **Equal Dice Rule** (below)
- You can only move 1 piece **forward** per roll

### What happens if I land on a Trap?

If you land on opponent's Trap, you must suffer the **consequences**. Hopefully you have a way to dodge it!

### How to Steal

- If you land on an opponent, **steal \$10** from them
- If your opponent has both of their pieces on that space, you **steal \$20**
- If there are **multiple opponents** on the same space, pick 1 to steal from

### Rolled doubles? That's a Jungle Roll.

Roll again with 1 die to move either member of your team. Always play out your first roll, first.

## ② DRAW

- Game Cards cost **\$10** to draw from the deck
- Pay to draw up to **2 cards** per turn
- Max of **7 cards** in your hand
- Unlimited **discards**

## ③ PLAY

- Lay & sell **Traps**
- Use **Actions**
- Cash in **Found Treasures**
- Activate your **Ability Cards**

*You must Roll every turn, but Draw and Play are optional based on your strategy*



### EQUAL DICE RULE

The number of dice you can roll with must always equal the number of pieces your team has outside of Home Base.

*You still have the option to roll 1 die if both pieces are out of Home Base.*





# GAME CARDS

There are 4 types of Game Cards you can use on your Play phase:  
**Trap, Money Pit, Action, and Found Treasure**

## TRAP

### 2 Ways to Place Traps

- ① **Place now. Pay now.**  
Pay the **Card Value** and place on an open space face up.  
This Trap is now active for when a foe lands on it.
- ② **Place now. Pay later.**  
**Hidden Traps** can be placed face down on an open space for \$10.  
When an opponent lands on one, you must flip it and pay the Card Value to activate it.

*If you can't afford to activate your Hidden Trap, the foe who landed on it has the option to buy it off you for half the Card Value or destroy it.*

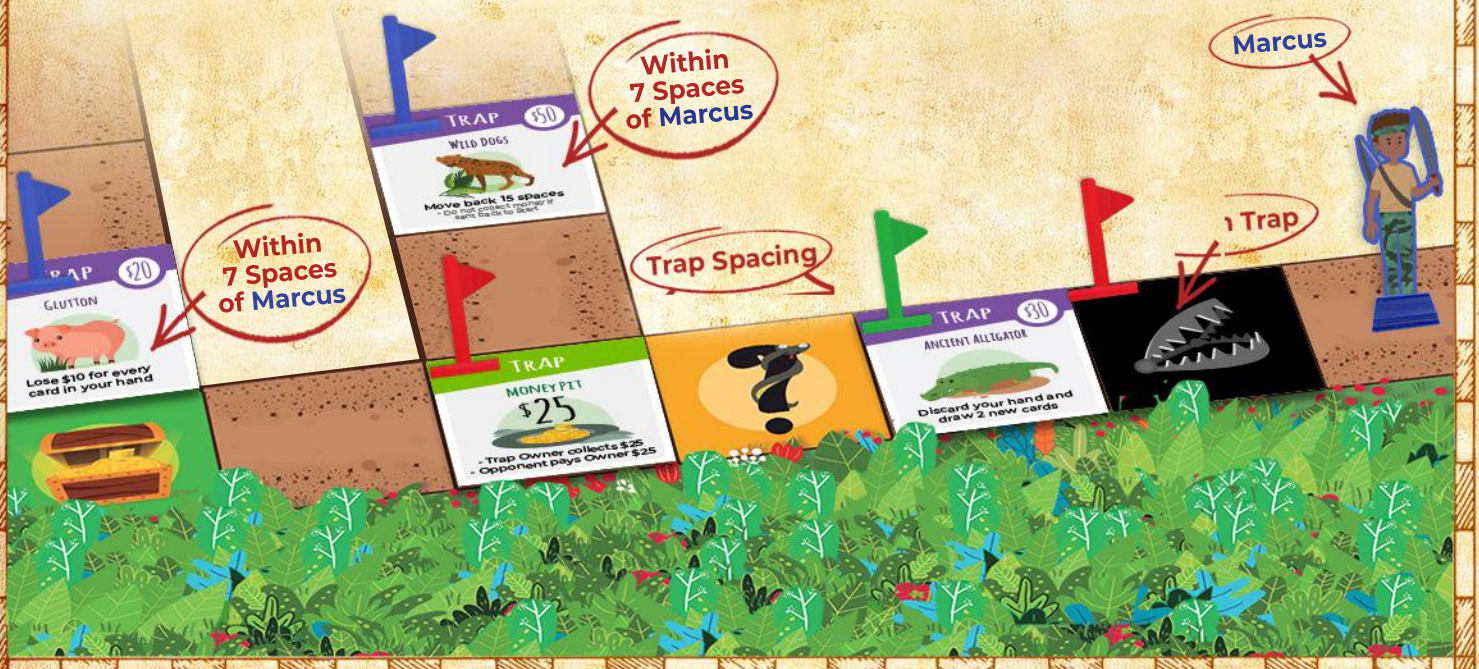


### How to Use Traps

- Always put a **Flag on top** of your placed Traps
- Place up to **2 Traps per turn** during your Play phase
- Traps must be placed **within 7 spaces** of 1 of your pieces, can be placed in any direction
- **Trap Spacing:** There can't be 3 Traps placed in a row (Special Spaces count as open spaces)
- You are not affected by your own Traps (except Money Pits)

### Selling Traps: Make a Little Extra Cash

- You can sell a placed Trap to the Bank for **half its Card Value**
- Hidden Traps can't be sold





# GAME CARDS

Continued...

## MONEY PIT

- Money Pits are considered a type of Trap, so the same rules apply
- If you land on your own Money Pit, collect the **Trap Owner** amount from the Bank
- If an opponent lands on your Money Pit, collect the **Opponent** amount from them
- **Free to place** on the board during your Play phase
- Once placed, they **can be sold to the Bank for \$10**

### TRAP

#### MONEY PIT

\$50 / \$25



- Trap Owner collects \$50
- Opponent pays Owner \$25

## ACTION

- Pay the Card Value to **play directly from your hand** (discard once played)
- You can play **unlimited Actions** during your Play phase
- A **Perk** (★) is an Action that lasts for the duration of the game. Slide them under the bottom of your Player Board so you don't forget about their awesome power.

### ACTION

\$100

#### PUNISH



Send an opponent's piece back to Start

## FOUND TREASURE

Congrats, you found some treasure! Cash these in during your **Play phase** and enjoy the free loot (discard once played).

### FOUND TREASURE

\$75



Collect \$75





## ABILITY CARDS

Each Adventurer has a unique Ability Card that can be used **once per game during their Play phase**. Flip these over on the Player Board to be face down after activation.



## BANKRUPTCY

Here's what to do if you owe any player or the Bank money (for any reason) and you can't afford to pay the full amount:

- ① **Give all of your gold** to the player you owe (or the Bank).
- ② **Sell your placed Traps** to the Bank for half their Card Value (can't sell Hidden Traps). Keep selling until you have enough to pay your debt.
- ③ Still not enough? Now you're officially **Bankrupt**:
  - If you landed on a Trap to start this whole mess, then send that piece back to Start
  - If you ended up in debt without a piece landing on a Trap, you get to choose which one of your pieces goes back to Start.

Don't worry, it's not all bad. You always collect a cheeky **\$50** whenever you're sent back to Start.





# SPECIAL SPACES

There are 5 Special Spaces on the board with unique properties:  
Home Base, Bank, Chance, Medical Hut, and Home Base

*\*This is not the actual board, just an example*

HSINI}



START

## HOME BASE

- Here's where the game **Starts and Finishes**
- **You're safe from everything** on this space (just like Medical Hut)
- **Collect \$50** if you get sent back to Start or pass the Finish line
- **Equal Dice Rule:** you have the option to role 2 dice if both of your pieces are out of Home Base (p. 3)

## CHANCE

- **Draw a Game Card face up** from the deck
- **Actions and Found Treasures:** Put it in your hand to play later
- **Traps and Money Pits:** Immediately suffer the negative effects

*If a Trap requires a Trap Owner, consider the player in First Place the "Owner" and yourself as the "Opponent".*

By the way,  
you **can't place**  
Traps on any  
Special Spaces!



## MEDICAL HUT

Here you're **safe** from Traps, Actions, Stealing, Abilities, and everything else.



## TOXIC

**Go back** to the previous Medical Hut.



## BANK

Collect \$20 every time you **LAND ON** or **ROLL PAST** this space.



# WINNING

## BE THE FIRST TO ESCAPE!

To win the game you must be the first player to move both of your pieces from one end of Home Base (**Start**) around the board to the other end (**Finish**).

### Getting your Animal to Safety

Animals can **overshoot** the Finish. For example, if your Animal piece is 3 spaces away from the Finish and you roll a 4, you're in.

### Getting your Human to Safety

Humans have to move the **exact** amount needed to cross the Finish. For example, if your Human piece is 1 space away from the Finish, you need to roll a 1 to get in.

When your first piece crosses the Finish line, you can only roll with 1 die for the rest of the game.

See **Equal Dice Rule** (p. 3).



# THE HUNT IS ON

That's everything you need to know to escape the jungle! Good luck. If you're ever stuck, you can always refer back to this survival guide for help.

To watch a video overview, see a full list of components, and stay in the loop go to [trapsboardgame.com!](http://trapsboardgame.com!)





# FREQUENTLY ASKED QUESTIONS

Here are some questions you might encounter as you make your escape through the jungle.

## Can I win on an Action or a Trap?

You can win the game on an Action. You can't win the game on a Trap. (See 'Winning' on p. 8)

## Do I collect money if an Action or Trap sends me past a Bank Space?

Nope. You only collect from a Bank Space if you land on it or move past it by a dice roll. (See 'Special Spaces' on p. 7)

## When can I use my characters' Ability Card?

If you are able to use the Ability, it must be done during your Play phase. Each Ability can only be used once per game per character. (See 'Ability Cards' on p. 6)

## Am I affected by my own Traps?

Nope, you are generally safe when you land on your own Traps. (See 'Traps' on p. 4)

## Can I place Traps behind me?

Yes, Traps can be placed anywhere within a 7 space radius around your piece. (See 'Traps' on p. 4)

## Do I have to repay the Card Value every time someone lands on my Trap?

No, you pay the Card Value once and it is active until it's destroyed or sold. (See 'Traps' on p. 4)

## Do Actions and Found Treasures get placed on the board too?

Nope, they are played directly from your hand and then discarded. (See 'Actions' and 'Found Treasure' on p. 5)

## Can I place a Trap even if someone is already occupying the space?

Yes, but it doesn't get activated until someone actually lands on it. (See 'Traps' on p. 4)

## Can I flip up a Hidden Trap even if no one landed on it?

Yes, but only on your Play phase and you must immediately pay the Card Value to the Bank.

## If a Game Card makes me move backwards, can I choose the path?

If you are forced to move backwards, you must go back the same path you came from.

## I got stuck in an infinite loop, help!

## I got stuck in an infinite loop, help!

## I got stuck in an infinite loop, help!

It's incredibly rare this would happen, but we've seen it once or twice. Play out the loop once through and then stop. You can't land on the same exact Trap twice with the same piece in one turn.







## CREDITS

**EMRE KOCA**  
Creator

**MATT MAGGIO**  
Art Director

**ADAM TARCHOUN**  
Writer

Special thanks to all of the illustrators we worked  
with and to everyone who play tested!

[Trapsboardgame.com](https://trapsboardgame.com)

SCAN HERE FOR  
VIDEO GUIDE!

