

TRAP - Group 3

Cooperative action point/tile-based board game

Fantasy vs. sci-fi adventure

2-4 players

Components:

6 <i>character cards</i>	20 <i>trap tiles</i> :	26 <i>effect tokens</i> :
6 <i>character tokens</i>	3 <i>confuse</i>	6 <i>confuse</i>
16 <i>action point tokens</i> (4 colours)	3 <i>corrode</i>	6 <i>fear</i>
2 <i>start/finish boards</i>	3 <i>fear</i>	6 <i>freeze</i>
1 <i>round tracker</i> (purple)	3 <i>freeze</i>	4 <i>blind</i>
10 <i>disarm/deactivate tokens</i> (orange)	2 <i>blind</i>	4 <i>sever</i>
6 <i>objective tiles</i>	2 <i>jettison</i>	
30 <i>safe tiles</i>	2 <i>mystery</i>	
	2 <i>sever</i>	

Premise:

You are fantasy adventurers; masters of your respective tools, weapons and magic - but this place you wake in is something entirely new. It appears to be built of living metals and solid light not of your world, nor the vast realms you have explored together. This is not another heroic quest for gold and glory. This is...

Mothership Fantasia

Objective:

Explore the alien mothership, uncovering and avoiding traps along the way, as you attempt to locate and deactivate the generators that separate you from the nearby escape pods.

The hyperdrive is warming up and your alien captors will soon jump back to their home quadrant, dashing any hope of your band of adventurers returning to the familiar world of swords and sorcery.

Players must find all *objective tiles*, deactivate them and reach the *finish tile* before the *round tracker* reaches the bottom-most red section on the *finish board* to win

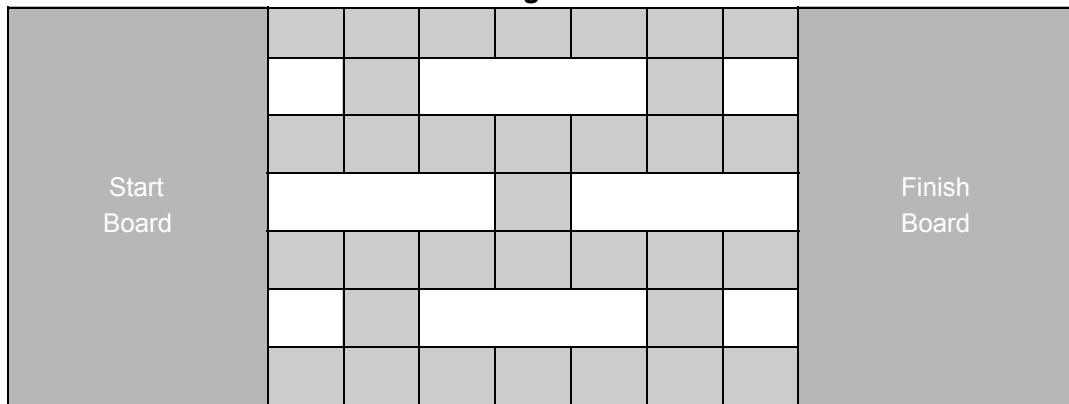
Setup:

1. Shuffle the *safe*, *trap* and *objective tiles* into three separate piles
2. Draw **X** *safe*, **Y** *trap* and **Z** *objective tiles* and shuffle together (**X**, **Y** and **Z** values are specified in **fig.1**)
3. Layout the shuffled tiles face down in the centre of the play area as shown in **fig.2**
4. Draw 3 additional tiles from the *safe* and 3 from the *trap* piles, shuffle together and stack beside the play area as the *draw pile* (Tiles in the *draw pile* will be used to replace removed *mystery tiles*)
5. Choose your *character cards* and place their corresponding *character tokens* on the *start board*
6. Distribute 4 *action tokens* to each player
7. Place the *round token* on the top-most green section of the *round tracker* on the *finish board*
8. Move the *round token* down 1 position for 3 players/2 positions for 4 players

fig.1

Difficulty	Safe Tiles (X)	Trap Tiles (Y)	Objective Tiles (Z)
Easy	23	8	2
Medium	19	10	4
Hard	15	12	6

fig. 2



Grey = tiles/White = space

Available actions:

Players have 4 action points (AP) that they must spend to complete actions on their turn. AP replenishes at the start of the next round (standard actions cost 1 AP. All special ability costs are stated on the character cards):

- **Move** - move your character token to an adjacent tile - not diagonal

If a player moves onto a face down tile, that tile flips and activates immediately

- **Peek** - flip an adjacent tile

If a player peeks, that tile is flipped face up but the trap does not activate until a player moves onto it

- **Assist** - neutralise the effects of a *freeze/confuse/fear tile* on an adjacent player
- **Defer** - save your remaining AP until the end of the turn order - turn order returns to normal next round

i.e. One player may activate a confuse tile, spend 1 AP to defer their turn, allowing another player to assist them and spend their remaining AP after the other players have spent all of their AP

- **Deactivate** - the player completes the *objective tile* they are currently on, placing a token to mark it so
- **Special ability** - specified on *character cards*

i.e. The thief may spend 2 AP to move onto a trap tile without activating it



Trap tiles activate once moved onto unless the trap reference states otherwise


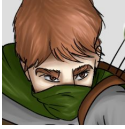
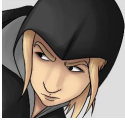

Turn order:

Choose the first player by deciding who in your group looks most like a fantasy character!










1. First player spends AP to complete actions
2. Player turns operate in a clockwise direction
3. The turn order reaches the first player
4. Any players that have used defer must spend their remaining AP
5. Round tracker moves down 1 place

Character reference:

Character	Portrait	Special Abilities
Barbarian		<ul style="list-style-type: none"> ● Immune to the effects of <i>blind/sever tiles</i> ● May leave a <i>corrode trap</i> at no additional cost
Knight		<ul style="list-style-type: none"> ● Immune to the effects of <i>confuse/fear tiles</i> ● May leave a <i>freeze tile</i> after a single round for 1 AP

Mage		<ul style="list-style-type: none"> May use 2 AP to skip over a tile or one-tile gap in a straight line - not diagonal (once per round)
Ranger		<ul style="list-style-type: none"> May peek any tile within three spaces of the player's location for 1 AP (once per round)
Thief		<ul style="list-style-type: none"> May use 2 AP to enter any trap tile, except <i>mystery</i>, without triggering it - this must be decided before moving and unflipped tiles still flip (once per round)
Tinkerer		<ul style="list-style-type: none"> May use 3 AP to disarm an adjacent trap for this and the next round - the trap will reactivate after the next round (once per round)

Trap reference:

Tile	Symbol	Effect when moved onto by player
<i>Safe</i>	Blank	no effect on player
<i>Objective</i>		player must flip and deactivate all of these tiles before reaching the <i>finish tile</i> to win (players must be on the <i>objective tile</i> and use 1 AP to deactivate the tile)
<i>Blind</i>		[Take an effect token] player cannot peek for the remainder of the game
<i>Confuse</i>		[Take an effect token] player must defer or take the most direct route towards a facedown tile until all tiles are flipped faceup or another player assists them
<i>Corrode</i>		player must spend 1 additional AP to leave this tile
<i>Fear</i>		[Take an effect token] player must defer or take the most direct route back towards the <i>start tile</i> until they reach it or another player assists them
<i>Freeze</i>		[Take an effect token] player cannot move for the remainder of this and the next round unless another player assists them (the Knight may spend 1 AP to free themselves after a single round)
<i>Jettison</i>		the tile is removed from play and the player that moved onto it is teleported back to the <i>start tile</i> (any remaining AP may be used at this point)
<i>Mystery</i>		[Active when flipped] the player that peeks/moves onto this tile must place it in front of them for this and the next round, after which the tile is replaced with a tile from the <i>draw pile</i> (any remaining AP may be used at this point)
<i>Sever</i>		[Take an effect token] players must discard 1 AP for the remainder of the game

Endgame:

The game is over once all *objective tiles* are deactivated and players have reached the *finish tile* OR the *round tracker* has reached the bottom-most red section on the *finish board*.

Read the following text that corresponds to your endgame state aloud:

The players failed to deactivate all *objective tiles* and reach the *finish tile* before game over:

You not only hear but also feel the hum of the ship growing louder as the lights begin to fluctuate. You turn around to see your companions but they appear ghostly - looking down at your own hands you find that you too are starting to fade. The humming reaches a deafening crescendo as the lights pulse aggressively then stop.

Nothing.

A deathly silence permeates the alien ship. Your hands are solid again as are your companions, but you all know deep inside yourselves that you are now a very long way from home...and there can be no return.

The players succeeded in deactivating all *objective tiles* and one player reached the *finish tile* before game over:

You hear the door hiss and slam shut behind you as you fall into the escape pod. Before you even have time to orient yourself, you're forced back into the smooth metal of the door as the pod is expelled from the alien ship.

That's when it hits you.

You look around to find yourself alone in the small space. You've made it - the others weren't so lucky. You can still hear the footfall of them just behind you, sprinting for the escape pod.

Where are they now?

The players succeeded in deactivating all *objective tiles* and two players reached the *finish tile* before game over:

You can see the look of terror on your fellow adventurer's face as you approach the opening. They grab your arm, pulling you inside with such force that you collide with the back of the small space and everything fades to black.

You awake to see the back of your companion as they gaze through the small window to nothingness - just a net of glinting stars in the distance...no alien ship. They turn at the sound of you stirring and embrace you.

You're the only two left.

The players succeeded in deactivating all *objective tiles* and three players reached the *finish tile* before game over:

You don't know what's happening, but you know you don't have long. As you step into the opening that promises freedom, you turn to help your companions: One, two, three...

Where are they? They were right behind you. The pulse of the lights intensifies as you see the final adventurer burst into the far end of the corridor. You scream for them to hurry but the hum of the alien ship now drowns out your voice.

The opening begins to hiss as your hand stretches out into the corridor. Your companions by your side try to hold the door but to no avail. You pull your arm back inside just as the opening closes, stranding them in that strange place forever.

As the escape pod is expelled, the ship briefly flickers then vanishes. You can hear the racing breaths of your companions as a familiar sphere enters the view of the window.

Home.

The players succeeded in deactivating all *objective tiles* and all reached the *finish tile* before game over:

You can hear the blood pumping in your ears. You can taste the cold air rushing down your throat. The end is in sight. All four of you stumble as you slow to enter the small opening. As you turn to face the door, it hisses and slams shut, cutting you off from that strange place.

Your sense of relief is quickly replaced by the lurching force of the escape pod being expelled from the alien ship. You watch as it briefly flickers then vanishes, replaced by an infinite net of stars glinting in the distance.

The pod rotates gracefully, offering a view of something familiar like you've never seen it before. A glowing sphere that you somehow know is home. Chuckles break out among your fellow adventurers and soon you are all bellowing in a cacophony of laughter.

What else is there to do?