

Traps and Treasure Overview

Description

Traps and Treasure is a board game designed for ages 6-60 and can be played with 1-12 (or more) players. The game can be played with scraps of paper keeping track of characters, monsters, buildings, and other forms of terrain. Alternatively, it can be played with full-blown painted miniatures and buildings.

Each player is in charge of a group of adventurers. Each player or team's goal is to gather as much treasure as they can and get it back to their camp. Also competing for the treasure are pillagers hauling away various valuables to a camp of their own. Along the way the adventurers will encounter monsters and traps guarding treasure and possibly some hostile adventurers run by another player looking to take the loot for themselves. Each player can come up with their character's motivation for wanting the treasure - have they been hired by the townsfolk to recover it for them after being run off from their village or do the player's characters just simply like the feel of gold coins in their hands?

Features:

1. Playable by a wide age range. People aged 6 - 60 have all quickly picked up the rules and played the game successfully.
2. Variable length. Games can take anywhere from a half hour to eight or more hours to play depending on how large of game area you choose.
3. Variable number of players. The game could be played by one player all the way up to 12 or more players at a time.
4. Variable gaming table and terrain requirements. You can play on a 1'x1' area for a small game or 4'x10' for a larger game and anywhere in between. You can play with a single building or a board filled with dozens of structures.
5. Makes great use of terrain - both interiors and exteriors. Gives the players a reason to explore and use all of the great terrain out there.
6. Fun. Well, this is subjective of course and I'm a bit jaded. There is a good balance of predictability and surprises - no two games will turn out the same way.
7. The rules are only two single-sided pages long and are free!

Materials

- Dice - several six sided dice to keep track of initiative and to attack and a few 10 sided dice
- Miniatures - figures or just slips of paper with names written on them to represent characters, monsters, and pillagers
- Scenery - slips of paper, cardboard cutouts, or full blown miniature buildings
- Game board - felt cut to size covering a table or floor anywhere from 1'x1' and upward
- Event Tokens - slips of paper marked as "Event" or other miniature place holder
- Treasure Tokens - slips of paper marked "Treasure" or other miniature place holder
- Pencils - used to cross off boxes on character sheets - optionally enclose the character sheets in plastic covers and use wet-erase markers to allow for easier re-use
- Tape measures - to measure movement and ranges