

BOOBY TRAP™

AGES: 8+

PLAYERS: 2-6

CONTENTS: 1 Booby Trap gameboard, 21 large (blue) pieces, 21 medium (yellow) pieces, 21 small (green) pieces, 6 game cards and 1 replacement rubber band

SETUP:

- Pull the tension bar back and hold.
- Secure the bar by placing a YELLOW piece in the circular depression (fig. 1). You may now gently release the bar.

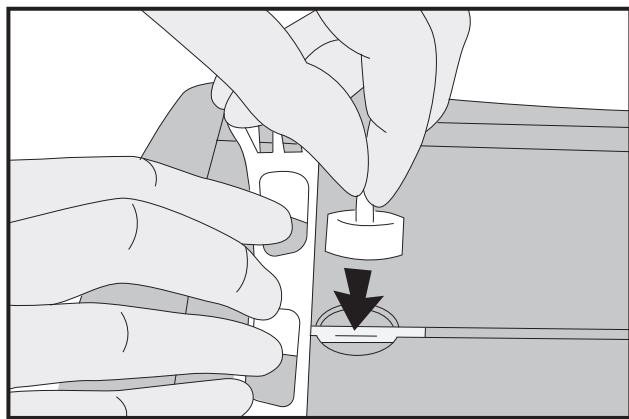


fig. 1

- Randomly place the colored pieces on the board.
- Take hold of the tension bar and move the yellow piece next to the other game pieces on the board.
- Gently release the bar against the playing pieces.

HINT: try pushing the pieces against the front wall to clear up gaps.

GAME ONE: CLASSIC BOOBY TRAP

Score the most points to win!

- The youngest player begins and play passes to the left.
- In turn, players will remove ONE piece.
- Once a piece is touched, the player must pick that piece or pass their turn. They may not choose a different piece.
- If a player removes a piece without moving the ticker past a raised mark (fig. 2), that player may keep it.
- **If the ticker passes over a raised mark**, the offending player must discard the removed piece and any other pieces that have popped off of the board. The player must also discard 3 points worth of pieces from their collection (see SCORING). If unable to discard 3 points, the player must pay what they can and pass.
- Turns may be passed.
- It is okay for following players to also pass their turns, BUT if turns are passed for two rounds, the player who begins the third round MUST remove a piece.
- Play continues until the board contains pieces equal to the number of players in the game (example: a 4-player game is over when there are 4 pieces left).
- Count the pieces and add up the points (see SCORING). The player with the most points wins!

SCORING:

- Large (blue) piece = 3 points
- Medium (yellow) piece = 2 points
- Small (green) piece = 1 point

GAME TWO: UNLOCK THE TRAP!

Unlock the trap by picking the correct pieces in order!

- Each player randomly chooses a game card (img of card).
- The youngest player begins and play passes to the left.
- Players will remove ONE piece in the order indicated on their cards.
- Once a piece is touched, the player must pick that piece or pass their turn. They may not choose a different piece.
- Place each piece on top of its spot on the card.
- Pieces that are chosen out of order must be placed aside.
- **If the ticker passes over a raised mark**, the offending player must discard the removed piece and any other pieces that have popped off of the board. The player must also discard ALL the pieces on their card and start over.
- Turns may be passed.
- It is okay for following players to also pass their turns, BUT if turns are passed for two rounds, the player who begins the third round MUST remove a piece.
- The player to fill up their card and “unlock the trap” by getting their combination first wins the game!

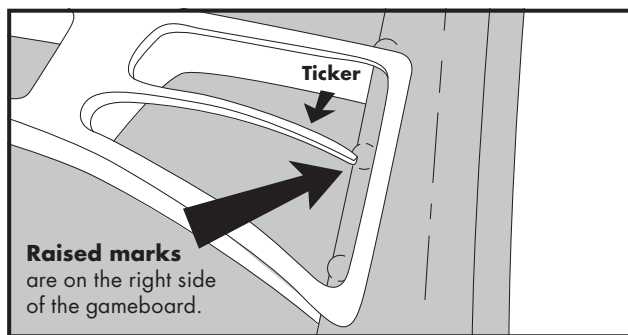


fig. 2

RUBBER BAND REPLACEMENT:

- Flip the board over.
- Stretch the rubberband over the hook on the tension bar and the ring attached to the board (fig. 3).
- Be sure that the rubber band is contained by the tabs that stick out of the tension bar (fig. 4).

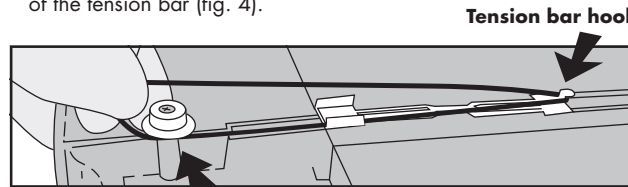


fig. 3

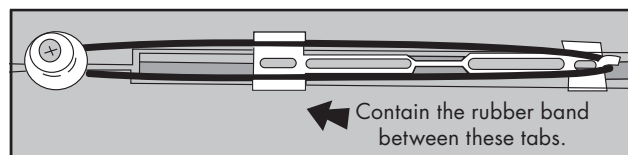


fig. 4



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