

TRAPWORDS

OVERVIEW



Hi! Welcome to Trapwords!
This is a word game for two
teams.

You start by looking at the
secret word **the other team**
must guess.



Then your team tries to think of words someone might use to get people to guess the secret word.



Meanwhile, the other team is looking at the word your team must guess and making a list of trapwords that your clue-giver can't say. When both teams are done, you give the book with the secret word to the other team's clue-giver.

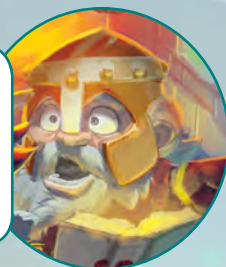
But you keep your list of trapwords! It's a secret.

Now each team will get a chance to guess their word. For this part of the game, the teams take turns.

One person will be the clue-giver. The clue-giver sees the word, but does not know what the trapwords are.

The other team's clue-giver attempts to give clues for the word, while avoiding the trapwords your team secretly wrote down.

Um ... oh dear. I'm sure they wrote that down.
I'm afraid to say *that*. Um ... let's try ...
"Pillows used to be stuffed with these!"
(I hope they didn't write down *pillows*.)

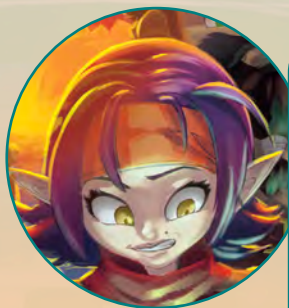


During the other team's turn, your team is watching your list of trapwords. If the clue-giver says a trapword, their turn stops immediately.

The clue-giver can give lots of clues, but the team gets only 5 guesses.

Someone on your team should count their guesses. And someone should also watch the timer. Running out of time or guesses will also end the other team's turn.

If they guess the word, they advance. If they hit a trapword or run out of time or guesses, they don't advance. Either way, your team will also get a turn to guess a word, and possibly advance deeper into the dungeon.



And that's all you need to know to play one round of the game.

A separate rulebook shows you how to set up the game, how to play, and how to teach it to new players. The rules are summarized on the other side of this sheet.

rules overview video



<http://cge.as/twu>

RULES SUMMARY

SETUP

Setup is illustrated on pages 2 and 3 of the rulebook.

1. Players divide into 2 teams on opposite sides of the table.
2. Lay out 5 room tiles in increasing order.
3. Place the teams' figures in the first room.
4. Place 2 random curses face down beside the second and fourth rooms.
5. Choose 1 random monster. Place its figure in the final room.
6. Give the torches to one player on each team. They will give clues in round 1.
7. Decide whether to play with the two fantasy books or the two modern books.

ONE ROUND

Setting Traps

Teams set traps simultaneously.

1. Each team draws a word card and places it in a book. This shows them the secret word the other team must guess.
2. Each team makes a list of trapwords for the other team's secret word.
 - The number of trapwords equals the number written on the other team's room.

Guessing

Teams take turns guessing. One team will guess first:

- If one team is behind, they guess first.
- If both teams are in the same room, pass the book with the glowing symbol first.

When the other team is guessing:

1. Hand their clue-giver the book with their secret word.
2. Give their clue-giver a chance to read and understand the word (about 3 seconds).
3. Start the timer.
4. Their clue-giver may now give clues. Stop the clue-giver in the following situations:
 - If the clue-giver says a trapword or any form of a trapword.
 - If the clue-giver gives an illegal clue. Clue-giving rules are on page 11 of the rulebook.
 - If the guessers make their 5th wrong guess.
 - If time runs out.
5. How did they do?
 - If they guessed their word, their figure advances to the next room.
 - If you found a reason to stop them, they failed. Their figure does not advance.

End of the Round

When each team has had a turn to guess their word, the round is over.

- If both teams failed, the monster advances one room closer to the teams.
 - If the monster enters a room with a curse, the curse is pushed one room closer to the teams. If that room has a curse, that second curse is also pushed one room closer.
- Take turns being the clue-giver. End each round by giving the torch to the player who will be the clue-giver in the following round.

CURSES

If a team starts the round in a room with a curse:

- That team must play the round with an extra challenge specified by the curse card.
- At the end of the round, regardless of outcome, the curse is discarded.

If both teams are in the room with the curse, it applies to both teams.

FIGHTING THE MONSTER

A team that starts the round in the same room as the monster is “fighting the monster”.

When you are fighting the monster, you have an extra challenge specified by the monster card.

If only **one team** is fighting the monster:

1. The other team guesses first, and advances if they succeed.
2. Then the team fighting the monster gets a chance to guess.
 - If they succeed, they win.
 - If they fail, nothing happens. The monster will not move. Keep playing, unless this was the eighth round.

If **both teams** are fighting the monster:

1. The team receiving the book with the glowing symbol guesses first. The other team guesses second.
2. How did everyone do?
 - If **both teams** succeeded, both teams win.
 - If **one team** succeeded, that team wins.
 - If **neither team** succeeded, neither the monster nor the teams move. Keep playing, unless this was the eighth round.

EIGHTH ROUND

- Your paper has room for eight lists of trapwords.
- If you have completed eight rounds and neither team has won yet, then the monster wins.