

INTRODUCTION

The perfect board game for 4 to 8 players who know just enough about each other to be dangerous. The more controversial gifts lend themselves to an adult audience. When money is no object, and the gifts get touchy, matching the right gift to the right person makes for some very interesting conversations! Get it wrong and the conversations might not end with the game...

OBJECT

The object of GiftTRAP is to be as good at giving as getting. Be the first to move both your markers from Go to Gifted. Advance for giving the gifts other players would want, and for getting the gifts you want most. Get it wrong, and you move back instead.

TO WIN

To get to Gifted is not enough, you need to remain Gifted until both your markers are in the Gifted Zone at the end of a round.



Rules and Play

SETUP

STEP 1 - GIFTS

You will need to set up the playing board, place the four packs of colored gift cards next to the board, (each color is for a different gift giving level). Shortly gift cards will be placed on the gift grid by the dealer.



**GIFT VALUE
BLACK: \$\$\$\$**



**GIFT VALUE
BLUE: \$\$\$**



**GIFT VALUE
RED: \$\$**



**GIFT VALUE
YELLOW: \$**

STEP 2 - GIFT BAGS

Players choose and empty a colored gift bag, containing these matching colored items:

Two scoring markers

Give (closed gift) and Get (open gift).

Nine GIVE tokens

You decide which of these tokens representing the gifts on the gift grid to give each player, based on your knowledge of that person.

Four GET tokens

To represent your personal choices.

| Wanted gifts:

GREAT, GOOD and OK

| Unwanted gifts: NO WAY

Expert Strategy Cards Optional Play

| Give More

| Get More

| GiftTRAP



STEP 3 - SCORING MARKERS

Place your markers, Give (closed gift) and Get (open gift) on the board at GO as shown below.

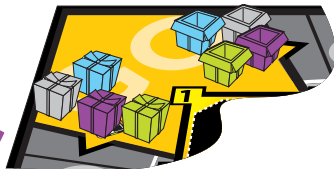
GIVE MARKER

GET MARKER



GIVE TOKENS

GET TOKENS



Remember the object of GiftTRAP is to be as good at giving as getting.

Be the first to move your two markers from **GO** to **GIFTED**.

Advance by giving the gifts other players would want, and for receiving the gifts you want most.

Get it wrong and you'll move back instead.

SCORING

Uniquely players keep score on two tracks, **GIVE** and **GET**.

BOTH the gift giver and receiver move their markers for **EVERY** gift when it is revealed (revealing is explained later).

You advance each time your **GIFT MATCHES** another players GREAT, GOOD or OK choice:

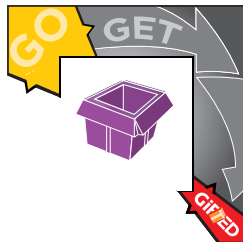
GREAT	advance 3 spaces
GOOD	advance 2 spaces
OK	advance 1 space

You move back for all other gifts:

NO WAY	move back 4 spaces
NO MATCH	move back 1 space

A NO MATCH occurs for any other gift (i.e. Gifts that are not GOOD, GREAT, OK or NO WAY.)

When you receive a gift, move your Get marker on the get track.



When you give a gift, move your Give marker on the give track.



You can't move back from GO or advance beyond GIFTED.

You can move back from GIFTED.

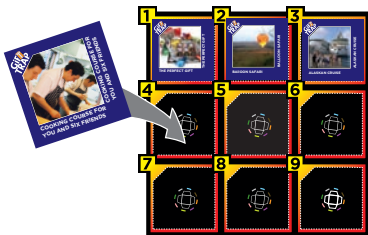
PLAY A ROUND

STEP 1 - DEAL

Choose a dealer.

The dealer picks which pack of gifts will be used for each round. The gift cards are double sided with a different gift on each side.

The number of gift cards used will be **ONE MORE** than the number of players in the game. The dealer takes that number of cards from the top of the pack and places the cards starting at one on the gift grid as shown below.



STEP 2 - SHOP

Look at the gifts on the gift grid and consider:

- | Which gift should you give to each player?
- | Which gifts would you like?
- | Which gift do you really not want?

STEP 3 - GIVE

The number on each GIVE token represents a gift on the gift grid. All players choose one GIVE token to give to each other player as a gift. Place it GIVE side up in front of them. (It remains a secret)

STEP 4 - GET

Once all the giving is done, each player chooses their own top three gifts (GREAT, GOOD and OK), and their least favorite (NO WAY). Place the GET tokens, GET side up on the corresponding gift on the gift grid. (It remains a secret)

STEP 5 - REVEAL

- | The dealer is first to reveal. Start by turning over his/her four GET tokens - choice up.
- | Next the dealer turns over one of his/her received GIVE tokens.
- | Score this gift for both the **GIVER** and the **RECEIVER**
- | **ONLY** the player revealing will move on the **GET** track, **ALL** other players move on the **GIVE** track
- | Repeat for each remaining GIVE token.
- | Now repeat for the next player to the left of the dealer until all players have revealed and scored their gifts.

Play continues: When all players have revealed and scored GIVE tokens, return them. Place gift cards on bottom of the pack and start again with next dealer.

WINNING

The winner is the first player to have **BOTH** their Give and Get markers in the GIFTED Zone at the end of a round. **You can move back from GIFTED**

Note:

It is optional to play all the gift cards. The content and imagery of some of the gift cards may not be appropriate to all ages or audiences. Many of the images included in the game come from game players just like you. Want to be in the game? Visit www.gifttrap.com.



EXPERT STRATEGY CARDS

(Optional Play)

GIVE MORE DOUBLE YOUR GIVING

Choose to play this card with one GIVE token each round. Give it with the gift you are most confident about. You will double your score for that gift, so you'd better be right or you will be moving back twice as far!



GET MORE DOUBLE YOUR GETTING

Choose to play this each round on a gift you receive before you reveal your choices. Decide which player is most likely to give you your GREAT gift. Slide this card underneath the GIVE token from this player. You will double your score for this gift so you'd better be right of you will be moving back twice as far!

Note: Only the person playing the GIVE MORE or GET MORE card doubles their score.



GIFTTRAP NO LONGER UP FOR GRABS!

Use GiftTRAP to strategically stop the scoring for a particular gift. Shout GiftTRAP and place the card on top of the gift card you wish to block.

From this point on (and until the end of the round) no-one can score further from that gift.

Any players lucky enough to have already scored from that gift keep their score.

Each player can play his or her GiftTRAP card once per game. Choose to GiftTRAP at any time during a round even while scoring.

