

Tom Kiehl's *Traps & Treasures*

**Components:**

- 16 playing cards. Use all of the face cards and aces from a standard deck of poker cards.
- two uniquely colored pawns, one for each player.
- 4x4 playing board as downloaded from [www.superpowernosisies.com](http://www.superpowernosisies.com)

**Set Up:**

- Deal out all of the cards, 8 cards to a player. If the deal results in the players having less than 2 red cards or less than 2 black cards, then you must re-deal.

**Understanding the Board:**

When looking at the board you will notice that each row and column is identified with two cards. this is important in that any space on the grid can be located using any pair of cards consisting of a card from a red suit and a card from a black suit. In the figure below there are four unique pairs of cards which could locate the space indicated by the white circle. These pairs include: 1) the King of Clubs and Ace of Hearts , 2) the King of Clubs and Jack of Diamonds, 3) the Queen of Spades and the Jack of Diamonds, and lastly 4) the Queen of Spades and the Ace of Hearts.

**Winning:**

Win by guessing the location of your opponent's treasure before they find yours.

**Set a Trap & Hide your Treasure:**

Each player must secretly choose two cards to use to place a trap on the board. One card must be from a red suit, the other from a black suit. These cards are placed face down in front of the player.

Each player secretly chooses two cards to determine the location of their treasure. Again, one card must be of a black suit, and the other from a red suit. These are also placed face down in front of each player.

**Take Turns:**

On a player's turn they must move their pawn and they may optionally make one guess as to where their opponent's treasure is hidden. It is not necessary to guess the exact cards hidden, but the correct space on the board must be identified. If the guess is incorrect then they must reveal a card from their hand. If a player no longer has any cards they may not move but may only guess and on a false guess must reveal one of their concealed cards.

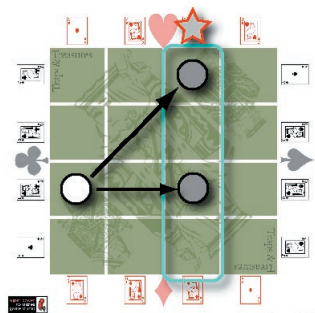
**Moving:**

To move a player plays one card and moves their pawn to a space in the row (or column) which is labelled with that card. On the player's first move, they select which space in the respective row to place their pawn.

As shown in the figure at right, if the player's pawn is indicated by the white circle and the player plays a card matching the star, then they have two options for their move: 1) they can move straight to the indicated column, or 2) they may move diagonally to that same column.

If you play a card which is on the same row as your pawn, then you must move to any other space in that row.

You may not move through, over or onto your opponent's pawn.



**Traps:**

If a player moves over or onto an opponent's trap then they must reveal a card from their hand. If a player moves over the opponent's trap, the pawn must remain at that position until their next move. Moving a pawn over, or landing on a space which holds a treasure is of no consequence.