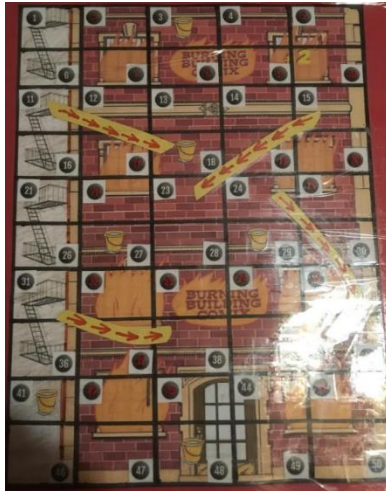


Dash and Traps!

Official Rules Guide



This is the official rules guide for playing Dash and Traps. This guide will help everyone learn how to play Dash and Traps, so everyone can have the same amount of fun while enjoying some quality time around the people they enjoy.

1st rule

All players begin by placing their respective piece on the number “1”. Each player spins the wheel once. The player with the highest number goes first, in descending order.

2nd rule

Players spin the wheel and move their respective piece the same number of squares as the number the spinner landed on.



3rd rule

The yellow streaks with orange arrows are dashes. You only can use dashes to descend. Players must use the dash when landing on it.



4th rule

If a player lands on a fire escape they have the choice to skip a turn.



5th rule

If a player lands on a fire hazard, showed by a red number, they skip a turn.



6th rule

If a player lands on a water bucket, showed by a water bucket icon, they take an extra turn.



The conditions to win the game.

Players must land on “50” to escape the building. The game ends once a player reaches the number “50”.

Players must land exactly on “50” otherwise they must go back the amount of spaces the spinner shows. (ex. Player one spins a “5” on square “49”. Player one must continue to square “50” and begin to move backwards the remaining amount of spaces. Player one would end up on square “46” at the end of this turn.)