

» FOR 2 TO 4 DAREDEVILS

» 6+ YEARS

» 20 MIN ADVENTURES

PATATRAP QUEST

Goal of the Game

Hear ye, daredevils from all walks of life!
An evil creature took up residence atop the 1000-Mirror Tower of the Patatrap castle! **Search the castle's trapdoors and gather the equipment to prepare for your Final (?) Clash.**
The first of you to defeat the creature wins the game!

A little story

For a long, long time, Patatrap Castle has been regularly invaded by all kinds of threatening and (fairly) evil creatures.
This is why the Order of the Daredevils was founded: to bring together all the region's bravest, most daring adventurers to defend the Patatrap castle and its fabulous 1000-Mirror Tower!

Contents and Game Setup

A 5 adventures - Choose one of the adventures listed in this rulebook and on the two double-sided *Adventure* cards.
If you have never played this game, we recommend starting with the first adventure, "Shlob, the Spider" (see next page).

B 1 Game board - Place it on top of the box bottom.

C 24 trapdoors - Take the 12 trapdoors corresponding to the chosen adventure.

Each of those 12 trapdoors has a tiny symbol that matches your adventure's symbol:



Some trapdoors are used in several adventures.
Shuffle the adventure's 12 trapdoors facedown and place them randomly on the designated spaces of the game board.
Return the unused trapdoors to the box.

D 1 1000-Mirror Tower - Stick the 12 mirrors to the tower, then place the tower in the center of the game board.
The access staircase can point to any trapdoor.

E 48 round Boss Monster cards - Find the Boss Monster cards that depict your adventure's Boss Monster. Shuffle them, then place them on top of the tower with the *Boss Monster* side faceup.

F 4 Character pawns - Each of you chooses a *Character* pawn and places it in one of the designated spaces at the castle entrance.

G 4 Character boards - Take the board matching your *Character* pawn and place it on the table in front of you.

H 4 Familiar tokens - Each character has their own familiar. Place the *Familiar* token on the designated square space of your *Character* board, **Awake side up**.

I 2 dice and 82 Item tokens - Place the dice and token supply near the board so that everyone can reach them.
When *Cat* Item tokens are used during your adventure, place them in the supply, **Cat side up**.

Who was the last person to see a spider? They get to be the first player!
If two or more people saw the same spider, the youngest of them is the first player.

On to adventure!



COCOW, OUR SPACE MASCOT!

Cocow will be by your side as you read this booklet. She will give you a few bits of advice and instructions to experience this game to its fullest!



My first adventure



A Shlob, the Spider

This super hairy spider has woven her web and made herself a cozy nest in the 1000-Mirror Tower!

A **sword and bow** will come in handy to chase away this big creepy-crawly!

The trapdoors and their effects:



Take a **Sword** token and place it on one of your *Character* board's available spaces.



Take a **Bow** token and place it on one of your *Character* board's available spaces.



Gesundheit! Choose an *Item* token from the supply and place it on one of your *Character* board's available spaces.



Stop, thief! Choose an *Item* token on your *Character* board and discard it to the supply.



The **Jester** is making a mess! Swap the 2 closed trapdoors closest to either side of the Jester without looking at them.



Place your *Character* pawn on the **Gargoyle's Tower** or the **Raven's Tower** (whichever one is pictured on the trapdoor). You start your next turn on that tower.



BOO! The **Ghost** scares you! Move your *Character* pawn forward to the next unoccupied trapdoor lit by a **torch** and apply its effect.



A **Secret Passage!** Place your *Character* pawn on top of the 1000-Mirror Tower and face the **Boss Monster**! See **The Final (?) Clash** paragraph in the Rule booklet.



As indicated on the previous page, here is the ideal adventure for your first few games.

What are adventures made of?

A The name of the adventure and the Boss Monster for you to face.

B Boss Monster card with its symbol and the Items you will need **C** for the Final (?) Clash.

In this example, sword and/or bow are required to chase Shlob away from the 1000-Mirror Tower.

D The trapdoors used in your adventure. Every adventure always has 12 trapdoors. Some adventures have duplicate trapdoors, and some trapdoors are used in multiple adventures.

In this example, randomly place the 12 trapdoors (2 Sword trapdoors, 2 Bow trapdoors, etc.) facedown on the game board's trapdoor spaces.

E The effects of each trapdoor that are applied when a *Character* pawn opens them.

F The symbol for both the Boss Monster and the adventure to which it belongs.

COCOW'S RECOMMENDATION!

Always keep the *Adventure* card close at hand. It will prove helpful to all players.

For the time being, there are five replayable adventures. Each adventure introduces you to a new creature that has settled atop the 1000-Mirror Tower, its weaknesses, and a list of trapdoors you will encounter on that new quest.

The game rules remain the same, but the effects of the trapdoors are different, helping each adventure feel exciting and new!



Your turn

On your turn, you **must move your Character pawn clockwise** around the tower's trapdoors.

To do so, roll both dice! Then choose:

► use **1** die;
or

► use both dice, by **adding their numbers together**. Then, move your pawn that many **closed** trapdoors around the tower.

Important:

When moving your pawn, you cannot open the trapdoors you pass.

Do not count open trapdoors when moving your pawn.

When you place your pawn in the space you moved to, the trapdoor is opened. Trigger its effect. Trapdoors always affect whoever is currently playing their turn.

If it is impossible to apply the trapdoor's effect (e.g.; moving to a trapdoor occupied by another player), nothing happens.

If you must take an item that is no longer available in the supply, then you must take it from a player of your choice.

COCOW'S INSTRUCTIONS!

If your **Character** board is full, you cannot add new Items.

Once you have moved your **Character** pawn and applied the effect of the trapdoor, your turn is over, and the next player starts their turn.

The turns are played clockwise.

The Familiars

Each character has a cute little companion, ready to help!

If you are not happy with your dice roll, you can ask your Familiar for help, but only if they are **Awake**!

If you ask your Familiar for help, flip them over to their **Asleep** side, reroll your dice, and continue your turn.

If your Familiar is already **Asleep**, you cannot reroll your dice.

How do you wake up your Familiar?

Simple! You need to roll a (🔔) on the yellow die (when you move, open a **Treasure** trapdoor, etc.) to wake your Familiar up and flip it back to its **Awake** side.

1 Roll the dice, then choose whether you will use one or both of them added together.



In this example, you can move your **Character** pawn by **2** spaces,

1 space or even **3** (**2** + **1**) spaces.

2 Move your **Character** pawn clockwise and apply the effect of the trapdoor you open.



In this example, you move your **blue** **Character** pawn 3 trapdoors forward without opening trapdoors along the way and without counting the open trapdoor occupied by the **red** **Character** pawn.

COCOW'S RECOMMENDATION!

When you can't see an open trapdoor from where you're sitting, look in the mirrors!



Asleep



Awake

COCOW'S INSTRUCTIONS!

When you use the (🔔) die symbol to wake up your Familiar, you must use the other die to move your **Character** pawn.

If you see a (🔔) when applying the effect of the **Treasure** trapdoor, you can wake up your Familiar, but you do not receive a **Gold Coins** token.



The Final (?) Clash

The first player to defeat the Boss Monster wins the game!

To defeat the Boss Monster, you must:

► **Get to the space on top of the tower**, either by applying the effect of the *Secret Passage* trapdoor, or by using the stairs in front of the tower space (see the example on the right). Place your *Character* pawn on the tower space during your clash.

► **Draw the top card of the Boss Monster deck without showing it to the other players.** The card depicts the Item you need to use to attack the Boss Monster.

If you have the depicted Item, use it to attack! Discard the item to the supply, and place the *Boss Monster* card faceup in one of your *Character* board's slots as a record of your successful attack.

Then, continue the clash by drawing the next card (even if you do not have any of the tokens you would need to defeat the Boss Monster).

The first player to place a third Boss Monster card to the right of their Character board wins the game. They have succeeded in chasing the Boss Monster away from the 1000-Mirror Tower!

If you do not have the required item, the Boss Monster immediately ejects you from the 1000-Mirror Tower!

Place your *Character* pawn on one of the castle entrance spaces. If you acquired any *Boss Monster* cards before being ejected, they remain to the right of your *Character* board. You will continue your clash when you next make it to the top of the tower.

The Boss Monster card (the one that ejected you from the tower) is returned to the top of the deck, facedown, so that the other players cannot see it.

The game continues with the next player's turn (remember: clockwise order).

The Great Adventure mode

To take the adventure a step further, try the Great Adventure mode, which lets you play the five adventures one after the other in any order you like.

At the end of each adventure, set aside:

- the *Boss Monster* cards you won, a demonstration of your bravery;
- the *Item* tokens representing silver or gold coins. They are your treasure!



Once the fifth and final adventure is completed, tally the points:

1 Silver Coins token = **1 point**

1 Gold Coins token = **2 points**

1 Shlob/Elvys/Babakazoo Boss Monster card = **2 points**

1 Michael/Smok Boss Monster card = **3 points**

The player with the most points wins the Great Adventure mode. In the event of a tie, all winners win.



In the example above, your *Character* pawn needs a result of at least 2 to reach the top of the tower (a result greater than 2 would also work).

The Boss Monster card below shows a **sword**! That's a piece of luck! Your valiant adventurer has two of them. Discard one of your two *Sword* tokens to the supply, place the *Boss Monster* card to the right of your *Character* board, and continue the clash!



COCOW SAYS THANKS!

Cocow is grateful to all the Earthlings who tested this game! Thanks again!

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Find out more about Space Cow on:



As a gift, we included a *Dream* token to use with *Dream Catcher*, another one of our great games!