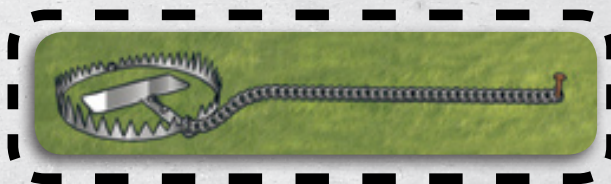


## TRAP TOKEN



### THE TRAP two variants for



## LupusBURG



*These two LupusBURG variants  
use the trap token.*

#### **FIRST VARIANT: TOUGH ON CRIME**

The Burgomaster has become worried about the wave of stealing and slaughter, so he has issued a strict new law: Guards and Traps are to be set on the houses most at risk.

At the end of the day, the Burgomaster places the trap on one house belonging to another player.

The Thief and the Werewolf cannot attack this house during the night!

#### **SECOND VARIANT: CIVIC CONSCIOUSNESS**

The Thief knows that the burg is in great danger from the Werewolf, and so is he! He decides his best chance of survival is to use his ability to defend the town.

During the night, the Burgomaster calls the Thief after the Werewolf phase. When he opens his eyes, the Thief can decide to use his ability to examine a house as normal, or he can instead place the trap on top of the Werewolf claw.

If the Thief decides to place the trap tile, then no characters are eliminated that night. But, then the trap is discarded from the game. The Thief can only use the trap once per game!



LUPUSBURG™: THE TRAP  
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