

Mousetraps and Megalodons

By Amanda Myers and Eric Myers

This is a combination of the games *Mouse Trap*[™] and *Dungeons & Dragons*.

Equipment

- A standard *Mouse Trap*[™] game¹
- A 20-sided die (D20), and the 6-sided die (D6) from the *Mouse Trap*[™] game
- A Pad of paper, to keep score (or print the score card included below)
- Optional: extra cheese slices, or tokens to represent them (e.g. pennies)

Each player starts with a single slice of cheese, as usual, but also starts with 10 gold pieces (gp). Throughout the game, use the score card to keep track for each player of the amount of gold they have, their armor strength, weapon strength, and the contents of their knapsack.

Game Play

First, each player takes their turn playing *Mouse Trap*[™] in the usual way, rolling the D6 and advancing that many spaces, and gaining or losing cheese, etc.

Then, before the next player takes their turn, the same player uses the D20 for an "event" roll. Whatever happens to them is determined by that roll, as shown in the *List of Events*, **Table 1**.

Fighting

When fighting animals, if you win you get a slice of cheese, while if you lose then you lose a slice of cheese. When fighting another player, the winner gets to take a slice of cheese from the loser, and also has the option to exchange places with them.

When fighting the Robber, if you win you get nothing, but if you lose then you lose everything, including armor, weapons, cheese, the entire contents of your knapsack, and almost all of your gold. Roll D6 to see how much of your gold you keep. (If the roll is more than you have then you don't gain any, you just keep what you have.) You don't fight the Thief, he just takes everything in your knapsack.

In any fight, the roll required to win is modified by armor and weapon and charms in your knapsack. If you fight an animal or the Robber, subtract your armor and weapon from the stated level to find the actual roll required to win. If you fight another player, subtract your armor and weapon from 10, but then add the other player's armor and weapon.

In any fight, if you have a potion or scroll in your knapsack you can choose to use it before you fight, but after you know who or what you are fighting. Or you can choose to use it after the fight.

For example, if you fight a Bear, which usually requires a roll of 16 or better to win, but you have +3 armor and a +4 sword, then subtract $3+4=7$ from 16 to find that you win if you roll 9 or more. That is reduced to 6 if you have the Bear Spray (+3) in your knapsack. If you fight another player who has +2 armor and a +3 sword, then start with 10, subtract 7 for your armor and weapon, but then add 5 for theirs, so you must roll 8 or better to win.

Armor is cumulative - the more you get the more your armor strength increases. Weapons are not cumulative - only one weapon can be wielded at a time. If you switch to a different weapon you can keep the other in your knapsack.

Buying and Selling and Objects of Value

When you meet a Peddler, you may buy one object from him, but he does not sell weapons or armor. You can sell as many objects as you hold, and he will buy weapons and armor from you. The price of a weapon or piece of armor is 10 times its strength. The value of the other objects is determined from the list in Table 2.

If you **find** an Object of Value, roll D20 to determine which one, using the list in Table 2. You must take the object, even if it is cursed.

Players who land on the same space can negotiate to buy and sell cheese, armor, weapons, or anything in their knapsacks. Both must agree on the object and the price for the exchange to take effect.

How to Lose

A player dies and leaves the game if they run out of both cheese and gold pieces.

If a player has no cheese, but still has gold, and they are supposed to give up a slice of cheese, then they roll D6 instead and give up that many gold pieces. But only if they are out of cheese.

If all but one player dies, the remaining player does not necessarily win. They must continue until they have 6 slices of cheese, or until they die. It is possible that nobody will win the game.

How to Win

The first player to have at least 6 slices of cheese and who has more gold than any other player wins the game. If a player has 6 or more slices of cheese but does not have the most gold, then play continues.

A potentially shorter version of the game is that the winner is the first player to have 6 slices of cheese and at least 60 gold pieces. (The required amount of gold can be adjusted up or down to make the game shorter or longer. All players must agree to the modified rule before the game starts.)

¹ "Moustrap" is a Trademark of Hasbro, Inc

Table 1: List of Events

- 1 **Toll Booth:** Roll D6 and pay that many gold pieces.
- 2 **Find Armor:** Roll D6 to determine the strength.
- 3 **Fight a Cockroach:** Roll D20, win if 3 or above.
- 4 **Meet a Peddler:** You may sell any or all of your objects, and you may buy one object from the Peddler, if you wish. See below.
- 5 **Find a Stash of Cheese:** Roll D6 to determine how many slices of cheese you get.
- 6 **Meet a Cheese monger:** Buy or sell cheese. Roll D6 to determine the price per slice.
- 7 **Find a Treasure:** Roll D20, gain that many gold pieces.
- 8 **Meet a Weapons Merchant:** You can buy only one item, but you can sell whatever you have. The price is 10 times the strength. If buying, first decide if Armor or a Weapon, then roll D6 to determine the strength.
- 9 **Find a Weapon:** Roll D6 to determine the strength, which is +1 of the value rolled.
- 10 **Fight Another Player:** Pick any other player and fight them. Roll D20, win if 10 or above. The winner gets a slice of cheese from the loser, and the winner can exchange board positions with the loser if they wish.
- 11 **Find a Treasure:** Roll D20, gain that many gold pieces.
- 12 **Fight a Cat:** Roll D20, win if 12 or above.
- 13 **Meet a Thief:** Lose the entire contents of your knapsack.
- 14 **Fight a Wolf:** Roll D20, win if 14 or above.
- 15 **Find an Object of Value:** Roll D20 and pick from the list of *Objects of Value* (Table 2).
- 16 **Fight a Bear:** Roll D20, win if 16 or above.
- 17 **Mouse trap!** Move your piece to the mouse trap, and let the youngest player activate it. Unless the trap fails, lose one piece of cheese.
- 18 **Fight a Dragon:** Roll D20, win if 18 or more.
- 19 **Fight a Megalodon:** Roll D20, win if 19 or above.
- 20 **Meet a Robber:** Roll D20 to fight, win if 10 or more. If you lose, you lose almost everything: cheese, armor, weapon, knapsack, and almost all your gold. Roll D6 to see how much gold you keep. (If the roll is higher than what you have, you just keep what gold you have.)

Table 2: Objects of Value

- 1 **Ruby Necklace:** +1 but only when possessed by the Red player [4 gp]
- 2 **Golden Earring:** +1 but only when possessed by the Yellow player [4 gp]
- 3 **Jade Bracelet:** +1 but only when possessed by the Green player [4 gp]
- 4 **Sapphire Brooch:** +1 but only when possessed by the Blue player [4 gp]
- 5 **Magic Crystal:** It might be charmed, it might be cursed. Roll D6 whenever there is a fight to determine the effect. Rolling 1 or 2 just adds that to strength; 3 or 4 do nothing; 5 or 6 subtract 1 or 2 from strength, respectively. [5 gp]
- 6 **E-ZPass™:**² Lets you through any toll booth without paying. [6 gp]
- 7 **Jedi Mind Ring:**³ The possessor of this ring gets lower prices when buying from the Peddler, and higher prices when selling to the Peddler. Roll D6 for the difference. [7 gp]
- 8 **Potion of Cheese:** Adds slices of cheese, but only works if the player has no cheese. Roll D6 to determine the number of slices. [8 gp, consumable]
- 9 **Potion of Reconstruction:** Returns player to their original state at the beginning of the game: 1 slice of cheese and 10 pieces of gold. [9 gp, consumable]
- 10 **Scroll of Weakness:** Reciting the spell on this scroll before a fight reduces the strength of your opponent. Roll D6 for the amount. Lasts for 2 turns (turns, not fights). [10 gp]
- 11 **Potion of Strength:** Drink this before a fight for extra strength. Roll D6 for the amount. Lasts 2 turns. (Consumable - once used it's gone, after the player's 2nd turn.) [11 gp]
- 12 **Catnip:** +1 when fighting a Cat [12 gp]
- 13 **Cursed Idol:** Lowers your strength in any fight. Roll D6 before each fight to determine the amount. [13 gp]
- 14 **Wolfsbane:** +1 when fighting a Wolf [14 gp]
- 15 **Scroll of Invisibility:** Reciting the spell on this scroll before a fight makes you invisible, and you then avoid the fight. You don't lose a piece of cheese (nor do you win one). [15 gp]
- 16 **Bear Spray:** +3 when fighting a Bear [16gp]
- 17 **Scroll of Lightning:** Reciting the spell on this scroll before a fight causes your opponent to be struck by lightning. Roll D20, win if 5 or greater, else lose a piece of cheese. [17 gp]
- 18 **Fire crystal:** +5 when fighting a Dragon. [18 gp]
- 19 **Megalodon tooth:** +6 when fighting a Megalodon. [19 gp]
- 20 **Potion of Fire:** +7 in any fight. [20 gp, consumable]

Items marked consumable disappear after they have been used.

² "E-ZPass" is a trademark of the Port Authority of New York and New Jersey.

³ "Jedi" is a trademark of Lucasfilm, Ltd LLC.