GiftTRAP: Occasions

by Marty Hale-Evans and Ron Hale-Evans

Players: 3 to 8 Time: approximately 1 hour

Object

To score the most points by giving the most appropriate and appreciated gifts to other players for specific giftgiving occasions, such as holidays, weddings, and birthdays.

Setup

Each player should select one colored bag of pieces. Take out the round GET tokens and the closed-box scoring marker; other pieces will not be needed. (If there are three players, also omit the OK token.) Place the scoring markers on the board in the GO box.

Shuffle the gift card decks and deal three cards from each deck to each player, so that each player has a hand of 12 gift cards to select from. Players should try to conceal their cards from the other players.

Select a starting player.

Play

The starting player becomes the first "Guest of Honor," and she randomly draws a card from the occasion deck and places it at the top of the board to determine whether it's her birthday, graduation, retirement, or some other gift-giving occasion. She specifies a "price range" (deck) for the expected gifts, then she turns around or hides her eyes so that she cannot see the board.

Each other player then selects a gift from his hand in the specified price range and places it face-down in one of the gift boxes in the center of the board. Players may select the gift on either side of a card, but the gift that's face-down on the board will be the one that's in play for that turn. Players should consider both the receiver and the occasion when selecting the most appropriate gift – for example, sexy lingerie might make a great Valentine's Day gift, but might raise eyebrows as a gift for Secretary's Day, and whether it would make a good Golden Anniversary gift might depend on the receiver.

When all players have placed a card on the board, they signal the Guest of Honor by shouting a greeting appropriate to the occasion – "Congratulations!" "Happy Birthday!" "Get Well Soon!" etc. The Guest of Honor opens her eyes or turns around, and then turns over the gift cards. She places her GET tokens on the gifts: the GREAT token on the gift she likes best, the GOOD token on the next-best gift, and so on, assigning each of the tokens to a gift on the board.

After the tokens are assigned, each player scores points on the scoring track according to the token his gift has received – players whose gifts receive no token score 0 points. When points have been scored, each player draws a gift card to replace the one played in this turn, then play moves to the left and the next player becomes the Guest of Honor.

Winning

The player whose token reaches the GIFTED box first wins the game.

Variations

- Instead of selecting the occasion card randomly, allow the Guest of Honor to choose the occasion for his turn.
- Select a single occasion (randomly or by agreement), and give each Guest of Honor the same occasion everyone is graduating, for example. After each player has had a turn using that occasion, select a new occasion for all players to use.

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BACHELOR(ETTE) PARTY



COMING OF AGE (bar/bat mitzvah, quinceanera, sweet 16, etc.)



BIRTHDAY

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CHRISTMAS/HANNUKAH

CHRISTMAS/HANNUKAH



GRADUATION

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MOTHER'S/FATHER'S DAY





HOUSEWARMING



GOLDEN ANNIVERSARY









THINKING OF YOU

THINKING OF YOU