



Lure



Entice, bluff, and bribe your friends into the maze's traps to earn points and win the game!

Overview

Lure is a 2-person game of card-generated mazes with overtones of the old-style "dungeon crawl". Lure's "board" is a maze built from its unique deck of cards. The 27-card "Lure" deck includes: 1 Start card, 1 Finish card, 7 Treasure cards, 7 Trap cards, 9 plain floor-tile cards, 1 Minotaur card and stand, and 1 Shield card and stand. Rules for a standard 52-card deck are also included.

In these rules, we refer to one player as the Dealer and one player as the Seeker. The cards are laid out in a 5x5 grid that represents a maze. The Seeker decides how the token moves through the maze. The Dealer physically moves the token.

The Seeker wants to direct the token to move from Start to Finish while landing on Treasures and avoiding Traps. The Dealer wants to entice, bluff, and misdirect the Seeker onto the Traps and keep them away from the Treasures. To make the game work, the Seeker is not allowed to see the board.

Set-up

The Seeker must not be able to see the board. If you can't get enough physical distance, use a visual barrier such as an open book, a GM screen, a game box lid, a laptop, or these instructions (folded tent-style).

The Dealer sets up the game. First, remove the Start, Minotaur, and Shield cards from the deck and set them aside. Shuffle the remaining cards. Deal the remaining cards face-up in a 5x5 grid, placing the Start card in the bottom left-hand corner to finish the grid. Place a token (die, coin, poker chip, miniature, Meeple) on Start.

If you don't have a token, use a bit of the scrap paper from the deck (color it if you can). The Minotaur and Shield cards are only used in the "Minotaur in the Maze" version (see below).

Each Player starts with 3 points. Track points any way you want: with coins, poker chips, a d20, pencil and paper, stuffed animals, a phone app, more scrap paper...you name it.

Maze layout



Play

First, decide how you will describe the movement of the token. Try “North, South, East, West” or “Up, Down, Right, Left”. The token can not move diagonally.

Lure doesn’t rely on a formal turn order. It’s more of a conversation. The Seeker calls out moves and asks questions. The Dealer moves the token and offers suggestions, misdirections, and bribes. The first time the token lands on a Treasure, the Seeker scores the number of points shown on the Treasure card. The first time the token lands on a Trap, the Dealer scores the number of points shown on the Trap card. If the token lands on a plain floor tile, no one scores. The Dealer may use persuasion, bluff, misdirection, lies, and bribery to lure the Seeker in the direction they want. Please avoid threats and intimidation. This is for fun!

Example: Dealer says, “I will give you 1 point if you go North.” Seeker accepts and goes North. Dealer gives Seeker 1 point. If the card to the North was a Trap, Dealer then adds 2 points to their own total from the bank.

Example: Dealer says, “I will give you 2 points if you close your eyes, spin around and around, and open a door at random. I’ll roll a die to determine which door you go through.” Seeker says, “That’s...really random. I am curious to the point of utter recklessness. Sure, pay me 2 points and let’s see where this goes.”

Don’t think of it as “bribery”. Think of it as a shrewd investment.

The Seeker can also offer bribes to the Dealer to answer questions honestly. A shrewd Dealer will charge more to answer blunt questions like, “Is there a trap to the North?” and “Where is the Minotaur right now?” So, ask questions that are less direct and involve all

the senses, like: “What does the door to the North look like?” “What does this room smell like?” “If I put my ear against the East door, what do I hear?” “Do any of these doors feel very cold or wet?” “If I listen very closely, do I hear a Minotaur-like growl nearby?”

Example: Seeker says, “I will give you 2 points if you tell me truthfully whether or not there is a trap to the East.” Dealer accepts and tells the Seeker there is no trap to the East. Seeker gives 2 points to the Dealer.

Example: Seeker says, “My character is a treasure-hunter whose left thumb always tingles in the presence of treasure. I will give you 1 point to tell me, Does my left thumb tingle more if I point it North or East?” Dealer looks at the map and sees that there is a Treasure 2 rooms away to the North, and one 3 rooms away to the East. Dealer says, “OK, sure. Your left thumb tingles more when you point it North.” Seeker gives 1 point to the Dealer. Dealer cackles madly because there was a Treasure 1 room away to the South---but the Seeker didn’t ask about South.

The Dealer may be sneaky, shrewd, subtle, and sly when offering inducements and making suggestions. However, the Dealer must tell the truth when:

- Reporting the results of each move
- Telling the Seeker when a move would send them off the maze
- Answering a question after accepting points for it

Once the Seeker’s token lands on a Treasure or Trap, flip that card face-down. This card now counts as a plain floor space (no points for either side).

When the Seeker’s token lands on the Finish card (wherever it is), the game ends. The Player with the most points wins!

Elaborations

Using a standard 52-card deck

Use 2 Aces to represent the Start and Finish cards. Treasures and Traps have varying points, so we'll use corresponding numbered cards to represent them, using red cards for Treasures and black cards for Traps.

There's a catch. There are more 2-point and 3-point Treasures and Traps than there are 2s and 3s in a standard deck. You can mix cards from two standard decks, or try this:

Treasures

Key: Two of Hearts
Ring: Two of Diamonds
Coffer: Jack of Diamonds
Sword: Three of Diamonds
Helm: Three of Hearts
Crown: Queen of Hearts
Cup: Four of Diamonds

Traps

Spike trap: Two of Spades
Darkness: Two of Clubs
Paw: Jack of Clubs
Sharks: Three of Spades
Arachnids: Three of Clubs
Snakes: Queen of Clubs
Ceratosaurus: Four of Spades

Then use nine cards flipped face-down to represent the plain floor tiles.

To play the "Minotaur in the Maze" (see below), you can use two more tokens (dice, poker chips, etc) to represent the Minotaur and the Shield. Make sure you can tell the Seeker, Minotaur, and Shield tokens apart.



Novice Play

Novice play uses 1 maze. One player is the Dealer, one player is the Seeker. We recommend that each Player play once as the Dealer and once as the Seeker before trying "Double Trouble" or "Minotaur in the Maze".

Timer

Want to pick up the pace? Add a timer! Limit the Seeker to 1 minute a move, including all questions, answers, bribes, negotiations, and other chatter.

Laughter for the win

Having trouble getting your fellow Player to say anything but "North" or "You landed on a Trap"? Try this: if one Player makes the other Player laugh, chuckle, giggle, chortle, or otherwise make sounds of amusement, the Player who made the joke wins 1 point. You also earn 1 point for making bystanders laugh.

Bets, please

Seeker and Dealer may place side-bets. For example, the Seeker may say, "I will bet 1 point that I find the Sword of Bron before the game ends," or "I will bet you 2 points that you can't get me into the Dinosaur trap." Bets are settled after the Seeker reaches the Finish but before counting up for the win.

Designer dungeon

In "Designer Dungeon", the Dealer does not deal the maze out randomly. Instead, the Dealer has 2 minutes to build their maze, choosing where to place Treasures, Traps, and floor tiles. The Start card must stay in the south-west (bottom left) corner. The Dealer can not completely surround either the Finish card or the Start card with Traps.

Token tracking

The Seeker can follow their token's movements by "building" their own game board using pencil and paper, a separate deck of cards, or our handy Seeker map.

Advanced Play

Double Trouble

In “Double Trouble”, each Player controls a separate board. Player 1 directs the movement of the token on Player 2’s board. Player 2 directs the movement of the token on Player 1’s board. Neither Player is permitted to see the board on which their own token is moving.

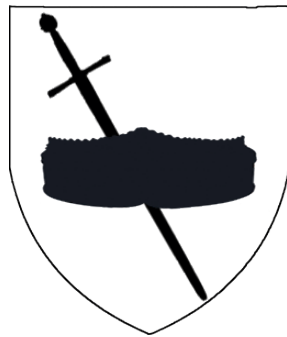
In “Double Trouble”, we strongly recommend that players use a formal turn order to track game progress.

“Double Trouble” opens a new dimension: **mutual bribes**.

Player 1: “I will give you 1 Point if you go North.”

Player 2: “I won’t take that offer, but if you go South, then I will tell you whether or not there is a trap in the room to the East of that room.”

In “Double Trouble”, the game ends when either token lands on their Finish card.



Minotaur in the Maze

Unleash the Minotaur to add more excitement to the game! You will need one six-sided die to play this variant.

“Minotaur in the Maze” uses two new cards: the Minotaur and the Mighty Shield Fearnot. The Minotaur card consists of the Minotaur itself and a small gray stand. Cut out the stand separately from the card. Cut a slit in the bottom of the Minotaur card, and fit in the “stand” perpendicularly to the card. Do the same with the Mighty Shield Fearnot.

Set-up

At the beginning of the game, give the Seeker 5 points and the Dealer 3 points instead of the normal 3 apiece. After laying out the maze, place the Minotaur and Shield cards. The Minotaur always starts in the north-east (upper right) corner of the maze (diagonally opposite from the “Start” card). To place the Mighty Shield Fearnot, roll the die.

On a:

- 1: place the Shield on the Sword
- 2: place the Shield on the Crown
- 3: place the Shield on King Midas’ coffer
- 4: place the Shield on the Helm
- 5: place the Shield on Amethyst Cup
- 6: place the Shield on the Ring

Play

Each turn, after the Seeker moves, the Minotaur will move one space. To move the Minotaur, roll the die. On a:

- 1: move the Minotaur North
- 2: move the Minotaur South
- 3: move the Minotaur East
- 4: move the Minotaur West
- 5 or 6: Re-roll

If a move would send the Minotaur off the board, the Minotaur stands still. The Minotaur is immune to Traps and ignores Treasures.

The Shield does not move on its own. If and when the Seeker lands on the Treasure where the Shield is standing, the Seeker may take the Shield.

If the Minotaur and Seeker are on the same square and the Seeker does not have the Shield, the Seeker is nearly eaten! The Dealer wins 2 points. The Minotaur begins marauding again on the next turn.

If the Minotaur and Seeker land on the same square and the Seeker has the Shield, the Minotaur flees in terror! The Minotaur is removed from the board and the Seeker wins 5 points.

Solitaire Play

For Solitaire Play, lay out the grid face-down, except for Start (placed face-up at the bottom left, as always). Add the Minotaur and Shield tokens to the game. Start with 5 points. Place the Minotaur in the north-east (upper right) corner.

Move your token one square at a time, as normal. Flip each square face-up as you come to it. If you land on a Trap, you lose the number of points shown. If you land on a Treasure, you win the number of points shown.

The Minotaur moves after you each turn. Move the Minotaur as described in “Minotaur in the Maze”. Don’t flip over cards when the Minotaur lands on them. You lose 2 points every time the Minotaur catches you when you do not have the Shield. If you have the Shield, the Minotaur runs off the board. Award yourself 5 points if you chase off the Minotaur.

If you reach the Finish with at least 1 point left, you win the game.

There is a catch to Solitaire play. You can’t place the Shield with a specific Treasure at the beginning of the game because you don’t know where that Treasure is! No problem. Roll the die to determine the Shield’s placement at the beginning of the game. Now start playing. When you land on and flip over the Treasure that matches your roll, you win the Treasure and the Shield. It’s time to go Minotaur-hunting!



Acknowledgments

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