Introducing TRAP, the new fast-paced, deductive, dice-rolling card game system for 2-4 players by the designer of Killer Bunnies, Jeffrey Neil Bellinger. In TRAP you're trying to ensnare the biggest sets of creatures over the course of five rounds. This first assortment features two decks, Zombies and Ninjas. Both decks are stand-alone but completely compatible with each other, buy both to customize the ultimate TRAP experience!



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Art by Ryan Browne Game Design by Jeffrey Neil Bellinger TRAP!: A Card Game From IDW Games On Sale July 2015