

# GiftTrap Mini

## Setup:

Shuffle all cards. Deal 7 cards to each player. Choose one player to be the judge.

## Game-Play:

Each player gives one gift from their hand that they think the judge will want most. If there are less than 5 players, each player gives 2 gifts. Each player places their gift(s) secretly into the envelope so that the judge can't see. Make sure they are inserted with the selected gift facing up.



The judge removes the gifts from the envelope and displays all the gifts on the table centre.

The judge places each of the 4 tokens on a gift displayed, with "+3" token on the gift he/she likes most, "+2" token on the gift he/she likes much, "+1" token on the gift he/she likes a little, and "-4" on the gift he/she dislikes most. Player, whose gift receiving the token, gets the points added or deducted according to the token. Take note of the points with pen & paper.



Players top up their hand to 7 cards. The next player becomes the judge and play continues.

## Game-End:

Game ends when all players have been the judge twice. Winner is the player with highest points.