

Troll bridge





In this game you play an intrepid messenger competing against other messengers trying to deliver their messages across a very unstable, Troll-infested bridge. But these aren't your normal Trolls, that would be boring.

There are two types of Trolls, Ug Trolls, which aren't all that smart and would rather smash the bridge than get into any kind of friendly small talk. Then their smarter counterparts, the Trollosophers which want to chit chat and you have to answer their questions to pass.

Along the way you can collect Treasure that can help you fight Ug Trolls, hinder your opponents, patch the bridge, and even swap Ug Trolls for Trollosophers and many other interesting and sometimes useful things.

Just make sure to not lose your message or die along the way.



Objective

Quite simply, to be the first messenger to cross the Troll Bridge with your message, alive. Collect treasure along the way to help you on your mission, or be mean to others.

Components

5 Messenger Pawns
2 Bridge Boards
1 Tome of Trollosophy (deck of trivia cards)
1 Treasure Deck
1 Message Deck
10 Word tiles
10 Treasure tiles
45 Ug Troll Tiles
45 Trollosopher Tiles
40 Bridge Hole Tiles
1 six sided die (D6)
1 eight sided die (D8)

Setup

Decide if you want a short, or longer game. For a short game, place a single Bridge Board where everyone can reach it with the non-hole side up. For harder games use the side of the board with some holes already on the bridge. For a longer game, place both bridge boards in a similar location end to end.

Shuffle the Treasure Deck, and place it near one end of the Bridge Board. This becomes the starting end of the bridge.

Set aside the Bridge Hole Tiles.

For Short games (one Bridge board) use 5 Word Tiles, 5 Treasure Tiles, 20 Ug Troll, and 20 Trollosopher tiles. For longer games with 2 Bridge Boards, use all of the tiles. Place them face down and shuffle / mix them. Starting with the owner of the game, each player selects a face down tile and, without looking at it, places it face down in a Bridge Space. This proceeds clockwise so each player places a tile, etc. until all of the tiles have been placed and each space on the Bridge is covered by a Bridge Space Tile.

If you're in a hurry, just have one dexterous person place all the tiles.
Then you can blame them if things don't go your way.

You can vary the difficulty of shorter games by using more Ug Trolls than Trollosophers, or for an easier game, more Trollosophers and fewer Ug Trolls.

Make sure the Tome of Trollosophy is within reach.

Shuffle the Message cards and deal each player one message. Do NOT look at the message until the end of the game. Put the remaining message cards back in the box.

Each player should choose a Messenger Pawn.

Each player rolls a D6 to determine the starting player. The player who rolled highest is the starting player, then play continues clockwise around the table.

Beginning with the starting player, players place their Messengers at the Start end of the bridge just off the edge aligned to one of the rows. One Messenger per row.

The starting player then begins their turn starting with Step 1: Movement.

Starting The Game

Step 1: Movement

Moving

Move your Messenger one space forward, backward, right or left, not diagonally.

You may not move in to a space occupied by another Messenger.

You may not move in to a space with a Bridge Hole Marker.

Jumping

If you are up against a Bridge Space with a Bridge Hole Tile on it, you may jump over that Bridge Space. You can only jump over Bridge Spaces with a Bridge Hole Tile on it. You can only jump over one Bridge Space. Be careful, there are consequences to jumping over holes in the bridge.



First, this can cause a Bridge Space Collapse (you could die). As soon as you complete your jump, you must check to see if the Bridge Space collapsed. See Bridge Space Collapse below.

If the Bridge Space you land on collapses, you fall through the hole and die. The Bridge Space Tile in the space you landed on is discarded and all the Treasure you have goes with you.

Second, this counts as moving two spaces. Some revealed tiles, such as Word tiles, or leaving behind Treasure Tiles allows you to move one more space in your turn. See Treasure Tiles below. But because jumping counts as two spaces, even if you reveal a Word tile, or a Treasure Tile that you choose to leave behind in the Bridge Space you land on, you do not get that extra move.

Example:

On your move, you decide to jump the Bridge Space in front of you because it has a Bridge Hole Tile on it and you don't want to go around. You jump the Bridge Space with the Bridge Hole Tile on it, and place your Messenger on the intact Bridge Space immediately after the one you jumped.

The first thing you have to do is check for Bridge Space Collapse (see Bridge Space Collapse below). In this example we will assume that the bridge held up and the space didn't collapse. So you flip over the Bridge Space Tile (see Step 2: Flip the Bridge Tile below) like you would under any other circumstances. In this case, It is a 'Nada' tile. This would normally allow you to move one more space, but because you jumped to this space, you do not get to take that extra move and must stay where you are because you have already moved two spaces this turn.

Step 2: Flip the Bridge Tile

If the space you land on has a bridge tile on it, if the tile was not already face up, flip the tile face up and look at the tile. Now that you know what it is, deal with it:

Ug Troll:

Fight the Ug Troll. See Fighting Ug Trolls below.

Go To Step 3: End Of Turn



Trollosopher:

Have a Battle of Wits with the Trollosopher.

See the Battle of Wits section below.

Go To Step 3: End of Turn



Treasure:

Treasure can help you in combat by adding damage such as the Spear 'O Mint which gives you a +3 to your combat roll when fighting Ug Trolls. Some can hinder opponents such as the Troll Wedgie which will give them a -4 on their roll when fighting Ug Trolls. Others can help you avoid combat entirely, or even swap an Ug Troll for a Trollosopher and other effects as well.

You must decide if you are going to leave the treasure or keep the treasure before you draw from the Treasure Deck.



Leave the treasure:

If you choose to leave the Treasure, leave the Bridge Tile face up and then you may choose to move one more Bridge Space, but only up to a maximum of two Bridge Spaces per turn. If you landed on this space by jumping to it, you may not take the extra move because you already moved two spaces this turn.

Keep the treasure:

You can have a maximum of 3 Treasure cards at a time. If you already have three Treasure cards, in order to pick up new Treasure you must throw one of the Treasures you have over the side of the bridge (discard the Treasure Card) before you draw a new one from the Treasure Deck. Once you have fewer than three Treasure cards you may draw a card from the Treasure Deck. Look at it and place it face down in front of you until you use it. When you are ready to use it, turn it face up, tell everyone you are using it and apply the effects. See Using Treasure Cards below.

Words:

Read the tile. Do what it says. You are either going to Take An Extra Turn, Skip Your Next Turn or get a nothing (Zip, Zilch, etc) tile. If it is a nothing tile, you may move one more Bridge Space but only up to a maximum of two Bridge Spaces per turn and only if you moved on to this space and did not jump to this space. If you jumped to this space you have

already moved two spaces and do not get to move the extra space.

Step 3: End Of Turn

Discard as many Treasure cards as you like.

The turn passes to the next player.

Play continues clockwise until someone reaches the end of the bridge, or there is only one Messenger left alive.

Winning The Game

As soon as the first Messenger makes it off the Finish end of the Troll Bridge, the game ends. At this point, each player adds up their Victory Trophy points. See Scoring. The Messenger with the most points wins the game.

Scoring

The Ug Troll and Trollosopher tiles you collected along your journey are your Victory Trophies. To determine how many Victory Points you have, use the following values for your Victory Trophies.

First to reach the end of the Bridge: 7 points (0 if you lost your message)

Each Ug Troll defeated 2 points.

Each Trollosopher defeated 1 point.

Each Treasure is worth the value printed on the card.

Each message in your possession is worth 3 points.

Each message adds or subtracts the value it delivers at the end game according to the text on the card.

Details

Messages

Messengers deliver messages usually without reading them. So at the start of the game each player gets a message card and they keep it face down in front of them. Do not look at your message card until the end of the game during scoring.

Since each player is trying to be the best messenger, they not only want to deliver their message first, but perhaps deliver other messages as well. To do this, you can take messages from other players. The goal is to reach the end of the bridge first, with your message in hand. If you are the first to reach the end of the bridge, but you do not have your message, you do not get the first finisher bonus of 7 points.



Stealing a Message

To steal a message you have to be in an adjacent square to the player you want to steal a message from. Instead of moving, you may attempt to steal that player's message. To do so, roll the D6, on a roll of 6 you succeed. The player you stole the message from hands over their Message Card. Do not read it until the end of the game and scoring commences.

Players may attempt to steal back their messages. To do so, you must be in an adjacent square to the person that stole your message, and attempt to steal it back following the procedure above.

If the player that you are stealing from or stealing back from, has more than one message, choose one at random.

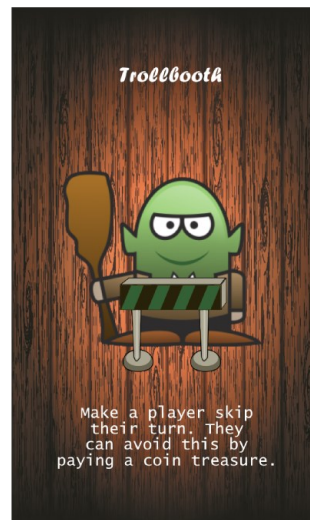
Using Treasure Cards

Along your journey you will collect Treasure Cards by revealing Treasure Tiles in the Bridge Spaces. These cards have various effects on the game.

They might be weapons that help you in combat by adding to the damage you do to Ug Trolls. For example, There is the Stick of Poking which adds +2 to your damage roll, or the Spear 'O Mint that adds +3 to your damage roll. They might be items that hinder your opponents such as the Trollbooth that forces them to skip a turn, or Knife of Backstabbing that gives them a -2 penalty to their damage roll when they fight an Ug Troll.

Some of them are useful in other ways such as the Mirrored Shoes which allows you to peek at a Bridge Space Tile in an adjacent Bridge Space to see what is there before you move there.

In most cases the text on the card will tell you when to play the card. In some cases, when to play the card should be self-evident. For example, cards that provided damage bonuses to damage rolls are played on your turn when fighting Ug Trolls. Cards that cause penalties to damage rolls you would normally play during another player's turn when they are fighting an Ug Troll.



To use these Treasure Cards, simply announce that you are playing the card, apply the effects of the card, then discard the card.

Fighting an Ug Troll.

You must do 6 points of damage to get the Ug Troll to run away. If the Ug Troll does not run away, you have to roll again on your next turn and add it to the damage you already caused. It is up to you to remember how much damage you have done between rounds.

To fight an Ug Troll, roll the D6. Add any bonuses from any one Treasure you are carrying if you choose to use it. That is how much damage you do to the Ug Troll. If you do not defeat the Ug Troll, he smashes out a Bridge Space each turn until you defeat it.

Example:

You land on a Bridge Space and discover an Ug Troll. You happen to have two Treasures, The Stick Of Poking, which gives you a +2 to your combat roll, and the Spear 'O Mint which gives you a +3 to your combat roll.

Before you roll the D6, you may choose one treasure to use during combat. In this example, we'll choose to use the Spear 'O Mint for a +3 bonus. We then roll the D6 and get a 3. We add the +3 Bonus from the Spear 'O Mint to our roll of 3 for a total of 6 points of damage to the Ug Troll and he runs away. So on our next turn we can move as normal.

If we would have chosen the Stick Of Poking and used its +2 bonus, we would have only done 5 points of damage when we added the +2 to our roll of 3. In this case, the Ug Troll would not have run away. On our next turn we cannot move and have to fight him again. So we roll the D6 again and get a 2. We add this to the 5 damage we did last turn for a total of 7 damage. The Ug Troll runs away, and on our next turn we can move as normal.

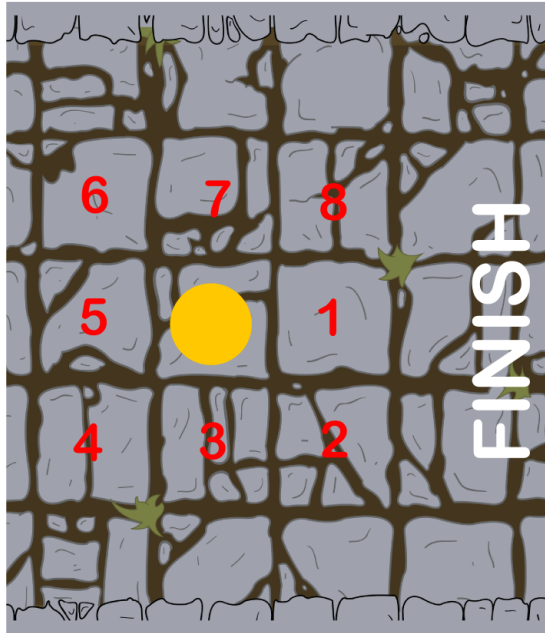
Smashing out a Bridge Space

Roll the D8. Starting with the space in front of your Messenger (that would be facing the Finish end of the bridge), and proceeding clockwise, the spaces are 1 through 8. This is shown in the following diagram.



The number on the D8 indicates which space the Ug Troll smashed out. Remove any Bridge Tiles, or Messengers on that Bridge Space, and place a Bridge Hole Marker on that space. Yes, if you are on a Bridge Space when it is smashed, you die, end of the road for you.

You cannot move on until the turn after you defeat the Ug Troll. Even if you defeat the Ug Troll on the first roll, you can't move on until your next turn. Once you defeat the Ug Troll, keep the Bridge Space Tile and add it to your Victory Trophies.



Battle of Wits.

To defeat a Trollosopher, you must match him in a battle of wits. Which is a fancy way to say, answer his trivia question. The next player clockwise from you draws a card from the Tome of Trollosophy. They chose one of the questions on the card and ask it.

You must answer the question in a reasonable amount of time. (the meaner the people you play with, the shorter 'reasonable' is.) In order to defeat the Trollosopher you must answer the question correctly. If you do not, your turn ends and you must answer another question on your next turn. Repeat this each turn until you answer one correctly. Once you answer a question correctly, the Trollosopher will wander off and sulk.



You can then move on your next turn after defeating the Trollosopher. Even if you defeat the Trollosopher on your first turn, you cannot move on until your next turn. Once you defeat the Trollosopher, keep the Bridge Space Tile and add it to your Victory Trophies.

Bridge Space Collapse

If you attempt to jump over a Bridge Hole tile, you might break the bridge yourself when you land. To see if you collapse the Bridge Space, roll a

D6. You must roll higher than 1+ the number of treasures you are carrying to prevent the collapse. If you have 1 Treasure, you need to roll over a 2. If you have 2 Treasures you need to roll over a 3. If you have 3 Treasures you need to roll over a 4.

If you get a number higher than you need, nothing happens. If you fail the roll the Bridge Space collapses, you fall through the hole, you die. All of your carried treasures go with you. Place a Bridge Hole Tile on the space that just became your grave.

Alternate Rules

To make the game a bit easier for younger players or a nicer crowd there are a couple things you can adjust.

First, use more Trollosophers than Ug Trolls, this makes it easier.

Second, when checking for a Bridge Space Collapse, use the D8 instead of the D6.

Third, if an Ug Troll smashes a Bridge Space with a Messenger on it, instead of killing the messenger, move them one space backwards or to the side on to an intact Bridge Space.

You can also combine multiple copies of the game to extend your Troll Bridge adventure into a Troll Bridge Marathon, because who doesn't like 4 hour games!

Credits

The following people made this game possible.

Game Designer: Rocky Heckman

Artwork: Daniel Salcido



Legal

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Quick Reference Guide

Setup

Choose 1 or 2 bridge boards and lay them out.

Set aside the Bridge Hole Markers.

Use either 1/2 of each of the tiles for a 1 Bridge Board game, or all of the tiles for a 2 Bridge Board game, shuffle the Bridge Space Tiles face down and place on Bridge Board(s).

Shuffle Treasure Deck and place at one end of the Bridge Board(s).

Shuffle the Message Deck and deal one to each player face down. Do not look at them until Scoring.

Place Messenger Pawns at Start End of Bridge (end with the Treasure Deck).

Roll D6 for starting player choice.

Turn Steps

Movement:

Move 1 space forward, backward, right or left, or Jump over a Bridge Hole Tile, and check for Bridge Space Collapse

Flip Bridge Space Tile and deal with it.

Discard any Treasures.

