



# DISPARITY TRAP

**SPECIAL EDITION RULE BOOK**

# DISPARITY TRAP

## Special Edition Rule Book

2-6 Players Ages 14+

This is a Special Edition rule book for anyone who has the original game and would like simplified rules that allow players to learn and play much more quickly.

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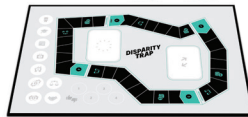
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## BASIC RULES

If you have already played the original version, the biggest difference is that you have just three options at the beginning of a turn: **play an Opportunity card**, **discard for a new card**, or **trade tiles**.

Basic also reduces the board to just two spaces: a numbered space (at the beginning of each tier) and a regular space (any other space). Playing for the first time or still learning? Don't worry. You can get a fresh start by learning these rules.

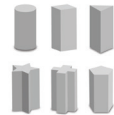
### YOU'LL NEED



1 game board



1 die



6 pawns



18

Wealth tiles  
(page 5)



30

Preparation tiles  
(page 7)



30

Privilege tokens  
(page 7)



6 Position cards  
(page 3)



4 Tier Goal cards  
(page 5)



**34** Opportunity cards  
(page 6)



**12** Event cards  
(page 8)



**Remove these 27 cards**



The 10 Opportunity cards that have **2 icons with a slash**.

The 8 Opportunity cards that have the word **"Influence!"**



The 6 Event cards with the **handshake icon**.

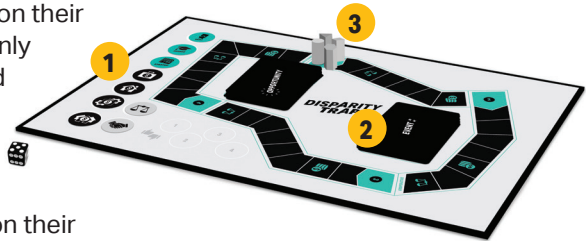


These 3 Event cards:

- **water heater**
- **IRS audit**
- **company downsizing**

**BOARD SETUP**

1. Place the tiles & tokens on their matching board slots. Only stack a few at a time and add more as needed.
2. Shuffle the Opportunity and Event cards. Place the decks on their corresponding slots.
3. Players select their pawns and place them on START.

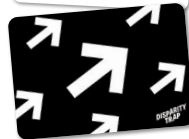


**PLAYER SETUP**

1. Assign Position cards: this is the power and privilege given to you in the game. Select the position you want or select randomly. (With an odd number of players, play with one more SND than SD.)

Arrow cards = **systemically dominant (SD) position**.

Blank cards = **systemically non-dominant (SND) position**.



**Systemically Dominant (SD)**



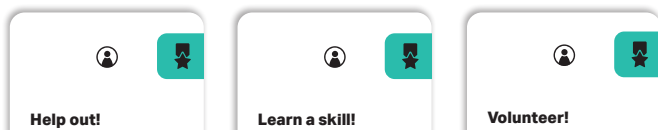
**Systemically Non-Dominant (SND)**

- SND players start with two "1" Privilege tokens. SD players start with three "1" Privilege tokens. These tokens give you an advantage in the game, like re-rolls (basic) and/or voting and Influence cards (advanced).
- Deal each player **three Opportunity cards** in this order:



Find the six Opportunity cards that say **"Help out!", "Learn a skill!" and "Volunteer!"** Deal **one** of these cards to each player, randomly face down. Put any remainder to the side.

**A**



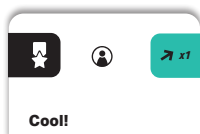
Find the eight Opportunity cards that have a QR code that says **"OSU1", "OSU2", "OD1", and "OD2."** Deal **two** of these cards to each player, randomly face down. Put any remainder to the side.

**B**



If you are playing with five or six players, find the Opportunity cards that say **"Cool!"** and deal **one** to each of the remaining players, face down.

**C**



Take any remaining cards and shuffle them back into the main deck of Opportunity cards to be used during the game.



## OVERVIEW

The goal of the game is to get as many Wealth tiles as necessary to win.

### Two Ways to Win

**Win Competitively** by being the first player to make it past Tier 4, across the “Competitive” marker, and obtain all four Wealth tiles. In this path, only one player wins.

**Win Cooperatively** by having all the players successfully enter Tier 3, across the “Cooperative” marker on the board, and obtain a Home Wealth tile before any individual player achieves a Competitive win. In this path, everyone wins.

Players can switch back and forth between these two methods during the game as many times as they like in order to find the best way to win.

### Path to Winning

Your goal is to earn your way out of each tier you are on by reaching the end of the tier and successfully playing that Tier’s Goal card. If you succeed, you unlock the new tier, remain on the beginning space of the new tier you are on, and are awarded the Wealth tile for the Tier Goal card you just played (see reference below). You cannot earn more than one of each Wealth tile, and only need one of each Wealth tile to win.



Job



Home



Business



Real  
Estate



**Tier 1 Goal:** Earn a **Job** Wealth tile and unlock Tier 2.

**Tier 2 Goal:** Earn a **Home** Wealth tile and unlock Tier 3.

**Tier 3 Goal:** Earn a **Business** Wealth tile and unlock Tier 4.

**Tier 4 Goal:** Earn a **Real Estate** Wealth tile and achieve a Competitive win.

**Easier Game Play Tip:** To keep track of who’s turn it is, use a small object/piece of paper as a player marker to pass to your left.

## PLAYING A TURN

Decide which SD player goes first (e.g. select directly or highest roll wins). Game play continues clockwise.

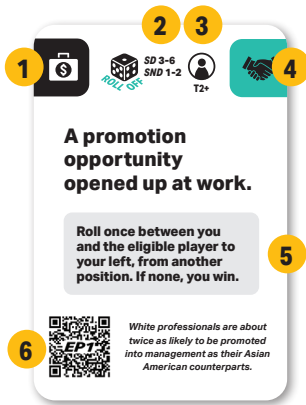
On your turn, you can: **A** play an Opportunity card, **B** discard for a new card, or **C** trade tiles.

### A Play an Opportunity card

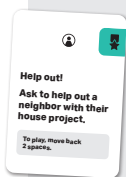
Select any Opportunity card from your hand that you're qualified to play. To see if you qualify, reference the following sections on the card:

- Do you have the qualifying tile/token(s)? **1**
- Is the card just for single qualifying players or all qualifying players? **3**
- How do qualifying players play the card? **5**

If you do not qualify to play any card, you must wait until you do qualify and discard for a new card. If the card has no icon in the top left corner, then that means there is no tile/token required to play the card.



- 1. Tile/Token(s) Required** to play the card. If a slash is shown, both of the tiles/tokens displayed are required.
- 2. Die roll range** needed to receive the awarded tile or token (#4).
- 3. Single Player or All Players** designation for how many players will play the card. May include qualifiers for who is allowed to use the card (e.g. *T2+* means *Tier 2 or above*).
- 4. Tile or Token** earned if the die lands on a number within the die roll range (#2).
- 5. Explanation** for how to play the card.
- 6. Dive deeper!** Scan code with camera phone to learn more or visit: [DisparityTrap.com/LearnMore](https://DisparityTrap.com/LearnMore)



**Opportunity Card Tip:** Some cards move you backwards on the board. You can move backwards into a lower tier, but not beyond the START space.

You must have enough space to move all of the spaces backwards in order to play these cards. When you move backwards, you do not play the new space you landed on.



If the card has a die roll range,  **SD 1-4** / **SND 2-3** roll the die once to see if you land within the range and succeed.

**If successful**, you are awarded the tile or tokens listed on the top right corner of the card (#4 above).

**If unsuccessful**, you receive nothing.

If you have three Privilege tokens, you can pay them to roll again for another chance.

**Privilege Token Tip:** You can pay three Privilege tokens for yourself, or another player, to get an extra roll of the die for any playing card that has a die roll range, except Roll-Off cards (Advanced rules). This includes Opportunity, Event and Tier Goal cards (Basic rules). And Justice cards (Advanced rules).

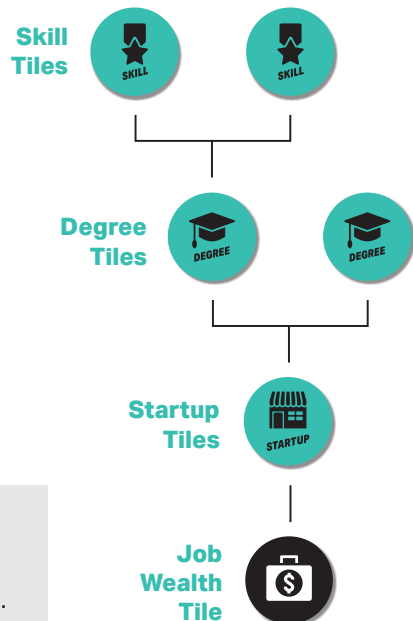


## B Discard for a new card

If you do not wish to play an Opportunity card, then you can discard one Opportunity card from your hand to the bottom of the Opportunity deck and then draw a new one from the top.

## C Trade Preparation tiles

Preparation tiles are earned through Opportunity and Event cards. You can trade two **Skill tiles** for one **Degree tile**, two **Degree tiles** for one **Startup tile**, and one **Startup tile** for one **Job Wealth tile**. If you trade for a Job wealth tile, you automatically get to move your pawn from Tier 1 to the beginning of Tier 2, and collect one Privilege token for each tile type you have (e.g. 2 Skills, 3 Degrees, and 1 Job tile = 3 Privilege tokens).



**Trading Tip:** You can make multiple trades within one turn. Trades are unidirectional and cannot be reversed.

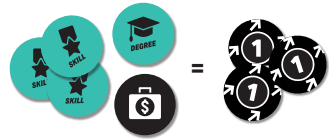
## ENDING A TURN

After you play your turn, roll the die and move that number of spaces along the board. Remember, when playing the Basic Rules, the board is reduced to just two types of spaces: **a numbered space** (at the beginning of each tier) and **a regular space** (any other space). Once you've finished playing a board space your turn is over.

A tier is locked for a player if they do not have the previous tier's Wealth tile (*page 5*). When you...

### Reach a Numbered Space on a Locked Tier

1. Remain on the numbered space of the new, locked tier. Do not proceed even if you have more moves left on your die roll.
2. Collect one Privilege token for each type of tile you have (*e.g. 3 Skill tiles, 1 Degree tile, and 1 Job tile = 3 Privilege tokens*)
3. Play the previous tier's Tier Goal card to see if you succeed and unlock the new tier.



**If successful,** gain the corresponding Wealth tile (*page 5*) and remain on the numbered space.

**If unsuccessful,** move back to the beginning of the previous tier.

### Reach a Numbered Space on an Unlocked Tier

If you've moved back to a lower tier during the game and have re-entered a now unlocked tier, treat the numbered space like a regular space (*see below*).

### Land on a Regular Space

Draw an Event card and read it aloud. Play the card if you qualify (*page 6*). Once played, discard it to the bottom of the Event deck. If you do not qualify, your turn ends and the Event card is discarded, regardless if others qualify.



## STRATEGIES FOR SUCCESS

### Getting Unstuck

To get out of Tier 1 sooner, earn Skill, Degree and Startup tiles so you can trade them up for a Job wealth tile (*page 7*).

### Winning Cooperatively

Use your Privilege tokens to give SND players extra dice rolls on Opportunity, Event, and Tier Goal cards, so that these players can progress faster.



# ADVANCED RULES

Ready to challenge yourself?

The Advanced Rules add two options to play at the beginning of your turn: **earn two Skill tiles** by sacrificing an Opportunity Card from your hand and **initiating a Vote** to change the odds in the game.

These rules include two additional board spaces: **Justice space** (with corresponding card and tokens) and **Taxes space** (with corresponding card).

These rules also introduce **additional Opportunity & Events cards** such as Influence cards and cards that require a combo of tiles to qualify.

All of these rules allow players to gain **Power tokens**, but also open players up to be penalized with a **Skip card**. You can also track players' points during the game to determine an ultimate winner at the end of the game with the **Point Tracker card**.

Choose to add some of these advanced options above, or all them. How advanced you want to play is up to you!

## ADVANCED COMPONENTS



**12**  
Justice/Power  
tokens  
(page 12)



**7**  
Point Tracker  
cards  
(page 14)



**6**  
Skip cards  
(page 15)



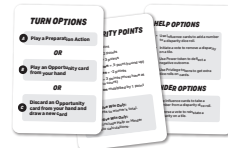
**2**  
Justice cards  
(page 12)



**2**  
Vote cards  
(page 11)



**2**  
Taxes cards  
(page 12)



**6**  
Rule Reminder  
cards

**+ Add these cards as needed\***



The 10 Opportunity cards that have **2 icons with a slash.**

The 8 Opportunity cards that have the word **"Influence!"**



The 6 Event cards with the **handshake icon.**



These 3 Event cards:

- **water heater**
- **IRS audit**
- **company downsizing**

\* See page 15 for Advanced card details.

## PLAYING A TURN

You have two new options for playing your turn: **D Earn 2 Skill tiles** by sacrificing one Opportunity card from your hand, or you can **E Initiate a Vote** to change the odds in the game by eliminating the disparity between SD and SND players.

### D Earn two Skill tiles

Sacrifice one **Opportunity card** of your choice from your hand and place it on the bottom of the Opportunity deck. Gain two **Skill tiles** from the box or board.

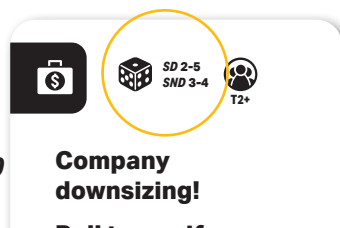


You will now play with one fewer card in your hand, until you land on a new/locked tier and regain all three cards back before playing the Tier Goal card. If you are re-entering an unlocked tier after having moved backwards into an old tier, you do not regain any Opportunity cards and must wait until you reach a new/locked tier.

You cannot sacrifice all the Opportunity cards from your hand; you must have at least one Opportunity card at all times.

### E Initiate a Vote to eliminate a disparity

To make the game more equitable, vote to eliminate a disparity that exists on a playing card between the SD and SND **die roll range** (circled below). Any vote that passes will allow an SND player to roll the same die roll range as an SD player on all playing cards associated with a selected tile/token.



**To pass a vote** you must pool together enough Privilege tokens, from any qualifying and willing players, to beat a number determined by a die roll.

## Voting Steps

### 1. Initiate a Vote

Select a tile to remove the disparity on (excluding Skill tiles or Privilege tokens). Then add at least two Privilege tokens to the voting pool.

### 2. Pool Privilege Tokens



Players who do not have a Skip card (*page 15*) can vote by concealing the Privilege tokens they want to contribute in their hand. On the count of three, they will open their hand to reveal their contribution. Amount cannot be changed after the reveal.



### 3. Roll the Die

The initiating player will roll the die to determine the number the voting pool total has to beat. When eliminating the first disparity, roll the die once (max difficulty of 6). For the second, the sum of two rolls (max of 12). For the third, the sum of three. And so on.

### 4. Vote Outcome

The vote passes if pooled tokens exceed the die roll(s). A tie means the vote fails. Passed vote means all players roll the SD range for any card that awards that tile. Split the die range evenly on relevant Roll-Off cards (with this icon ). Place the tile that passed on the 'vote slot' with this icon  located on the bottom left of the game board.

## Reversing a Vote

Through the same voting process, a player can also choose to reverse a vote that was previously passed and **reinstate the disparity** between SD and SND players.

**Top Voter Gets a Power Token:** If two or more players participate in the voting pool, the player who contributed the most Privilege tokens gets a **Power token**, regardless if the vote passes or fails. If it's a tie, roll the die and the highest roll wins. You can not have more than one Power token at a time.



## Power Tokens

Use this token to block negative outcomes from the Justice card, Taxes card, or Event cards. Or to get an extra roll on ANY unsuccessfully played card, except Roll-Off cards. You can only earn one token at a time, and once played, you must discard.

## ENDING A TURN

After you play your turn, roll the die and move that number of spaces along the board. Playing Advanced, you have two new spaces you may land on:

**Taxes space** and **Justice space**.

When you...

### Land on the Taxes Space



All players who qualify play the **Taxes card**. Players on Tier 1 **receive** three Privilege tokens. Tier 2 players **pay** one token. Tier 3 players **pay** three tokens. Tier 4 players **skip** a turn. A Power token can be used to avoid paying Taxes. The turn is over once this card has been played.

### Land on the Justice Space



You and the closest eligible players on your left and right must play the **Justice card**. If only one or two of the three players qualify, continue playing the card.

To play the Justice card, players roll the die for Step A on the card, in clockwise order. After Step A, the remaining players proceed to Step B, in clockwise order. Once the players have played through the card, the turn is over.

### Potential Outcomes

- If a player **rolls the die within the range** on the Justice card, they must pay the penalty for the step they are on. If outside the range, they are free from having to continue playing the card.
- If a player **can't afford Step A's penalty**, a Power token can block it and they are free from the outcome. Otherwise, they must move back three spaces or to the START space, whichever is less.
- If a player **receives a penalty for Step B**, a Power token can block it, and they are free from the outcome. Otherwise, they take a Justice token and hold onto it for the rest of the game.
- If a player lands on a Justice space and **already has two Justice tokens**, they automatically pay Step A's penalty and will play Step B with the rest.
- If a player lands on a Justice space and **already has three Justice tokens**, they automatically pay both Step A and B penalties. A player cannot receive more than three Justice tokens in a game. But each of the penalties can be blocked if a Power token is played for this player.



## HELP OR HINDER

When playing Advanced, there are multiple ways you can **help or hinder** yourself or others to win the game.

### Help

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#### Influence Card

Add one number to the die roll range on a card.  
*Cannot be used on Roll-Off cards.*



#### Power Token

Use this to block the negative outcomes from Justice, Taxes, or Event cards. Or get an extra roll on unsuccessfully played cards, except Roll-Off cards.



#### Initiate a Vote

Hold a vote to eliminate the disparity between SD and SND players on the die roll range for a specific tile.



#### Privilege Token

Use this to get an extra die roll on an unsuccessfully played Event, Opportunity, or Tier Goal card.  
*Cannot be used on Roll-Off cards.*

### Hinder

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#### Influence Card

Take one number from the die roll range on a card.  
*Cannot be used on Roll-Off cards.*



#### Reverse a Vote

Hold a vote to reinstate the disparity between SD and SND players on the die roll range for a specific tile.

## PROSPERITY POINTS

After the game has ended, you have the option to allocate points to each player to determine the **ultimate winner**.



**1 Skill tile** = 1 point



**1 Power token** = 3 points  
*(must have at game's end to count)*



**1 Degree tile** = 2 points



**1 Justice token** = 2 points



**1 Startup tile** = 3 points



**1 Privilege token** = 1/2 point  
*(round up)*

**Multiply the tier you are on**  
by 1 point and add to total.

### Competitive Win Only

Add five Prosperity points to the winner's total.

### Cooperative Win Only

From the beginning of the game, keep a tally each time you Help or Hinder another player. Add three Prosperity points each time you Help and deduct three Prosperity points each time you Hinder. Keep track with the Point Tracker card: place underneath the board and slide it up and down.



## STRATEGIES FOR SUCCESS

### Getting Unstuck

If stuck in Tier 1, sacrifice Opportunity cards for Skill tiles and then trade your Preparation tiles for a Job Wealth tile.

### Winning Competitively

Hinder other players' progress by using your Influence cards against them or reversing votes that have passed during the game (*page 13*).

### Winning Cooperatively

Help others by voting to remove the disparity on tiles/tokens (Justice token, Job Wealth tile, Home Wealth tile). You can also use your Influence cards, Privilege tokens, and Power tokens for other players (*page 13*).

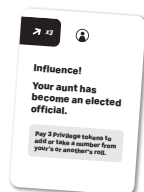
## ADDITIONAL CARDS

These are advanced cards you can add in at the beginning of your game.



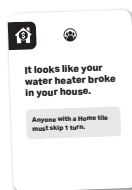
**Skip card** means a player must skip one turn and are ineligible to roll the die on any cards until their next turn. If they land on a Justice space on the turn following a skip, they get a pass and the turn ends. Skipped players can receive awards but don't pay penalties.

An **Influence card** is an Opportunity card that allows the player to add or subtract one digit from a card's die roll range. Once the Influence card is used, discard it to the Opportunity deck and pull a new one from the top.



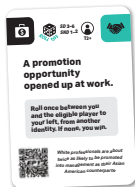
An **Opportunity card** that requires two types of Preparation tiles.

An **Event card** that requires a Home Wealth tile. All players who have a Home tile skip one turn. Players who skip a turn hold onto a Skip One card.



An **Event card** that requires a Business Wealth tile. Only the player who pulls this card skips a turn. That player holds onto a Skip One card.

An **Event card** that requires a Job Wealth tile. All players who have a Job tile have to play the card. Players who skip a turn hold onto a Skip One card.



A **Roll-Off card** is an Event card that initiates a roll-off with another player. It may have a tile requirement to play. The player who pulls this card will roll-off with the first eligible player to their left from a different position. For example, if an SD player pulls this card, they will roll-off with the first SND player to their left who has the Job tile. If no other players qualify, they win automatically.



**Roll-Off Card Exemption:** Power tokens and Privilege tokens cannot be played on Roll-Off cards.

# DISPARITY TRAP

## **THANK YOU**

to **Eric Uthus, Derek Stusynksi, and Ben Papac**, as well as the creatives, artists and friends who gave their time and energy in order to provide invaluable insight to the development of the game.

## **SPECIAL THANKS**

to **Dr. Debra Jenkins and my family** for the inspiration to create something bigger than myself.

## **THANK YOU TO OUR PLAYTESTERS**

Lacie Armstrong • Brenda Barberena • Lia Burton • Sestina Celaya • Tayler Green  
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For more information, and a printable  
listing of the cards & statistics:

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