

trap^{T.M.}

A GAME FOR 2 PLAYERS

TRAP is a fast-playing, exciting version of an ancient oriental game. The rules of TRAP are few and simple—they can be mastered in minutes. However, as you play you will continually discover new strategies that will make each game more fascinating than the last.

OBJECT:

To capture your opponent's 3 playing pieces by trapping each of them on a separate single space.

MATERIAL:

● PLAYING FIELD with hexagonal spaces surrounded by slots ● 6 MOVERS (3 Red, 3 Blue) ● Walls

PREPARATION:

1. Place the PLAYING FIELD between the 2 players.
2. Each player takes 3 MOVERS and places them on the matching color dots on the Playing Field.
3. Place all WALLS in a pile where the players can reach them.

THE PLAY:

1. Either player may go first. Players alternate turns.
2. Each player, on his turn, must do any ONE of the following:
 - a. Move 1 of his Movers 2 spaces in any direction (the 2 spaces do NOT have to be in a straight line).
 - b. Move 2 of his Movers 1 space each in any direction.
 - c. Move 1 of his Movers 1 space in any direction, plus insert 1 WALL into any empty slot.
 - d. Insert 2 Walls into any 2 empty slots.
3. No 2 Movers may occupy the same space.
4. No Mover may jump over a Wall or over another Mover.

TRAPPING:

A player's Mover is trapped when it can no longer move because his opponent has either—

- A. Completely surrounded it with Walls on a single space (see Diagram A) or
- B. Surrounded it on a single space with Walls and Movers (see Diagram B) or
- C. Completely surrounded it on a single space with any combination of Walls, Movers, and/or the border of the playing field (see Diagram C).

WINNING:

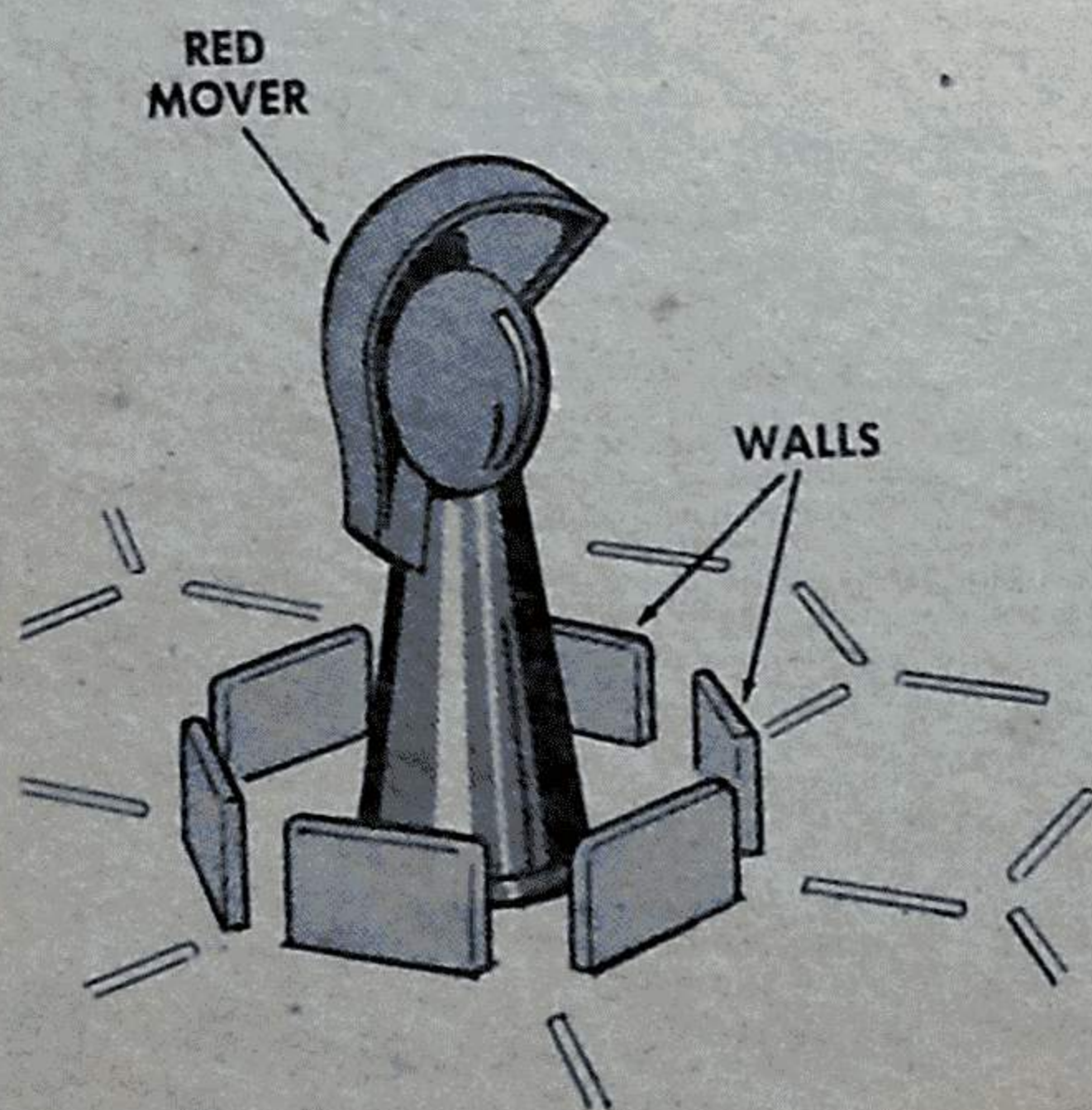
The first player to trap all 3 of his opponent's Movers is the winner.

STRATEGY NOTES:

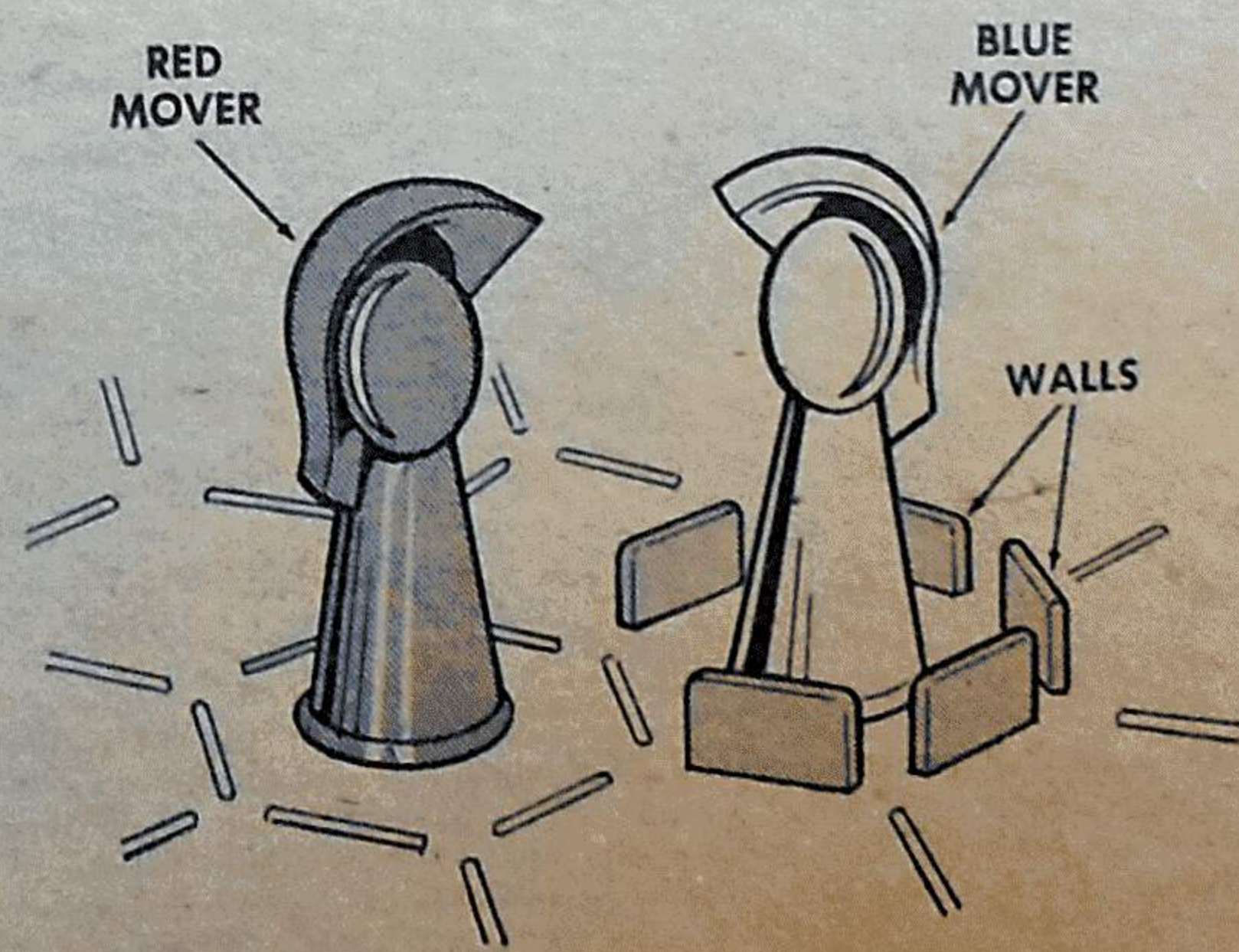
Move your Movers only when necessary to avoid their being confined to a smaller area or their being trapped. Shrewd placement of your Walls is essential to winning the game. At first, use a few widely spaced Walls to outline a general area within which you can limit the movements of your opponent's Movers. As the game progresses, add more Walls to your outline, dividing the opposing Movers and restricting each to an ever-smaller area. Finally, you will be able to insert the one or two final Walls that will trap each Mover on a single space.

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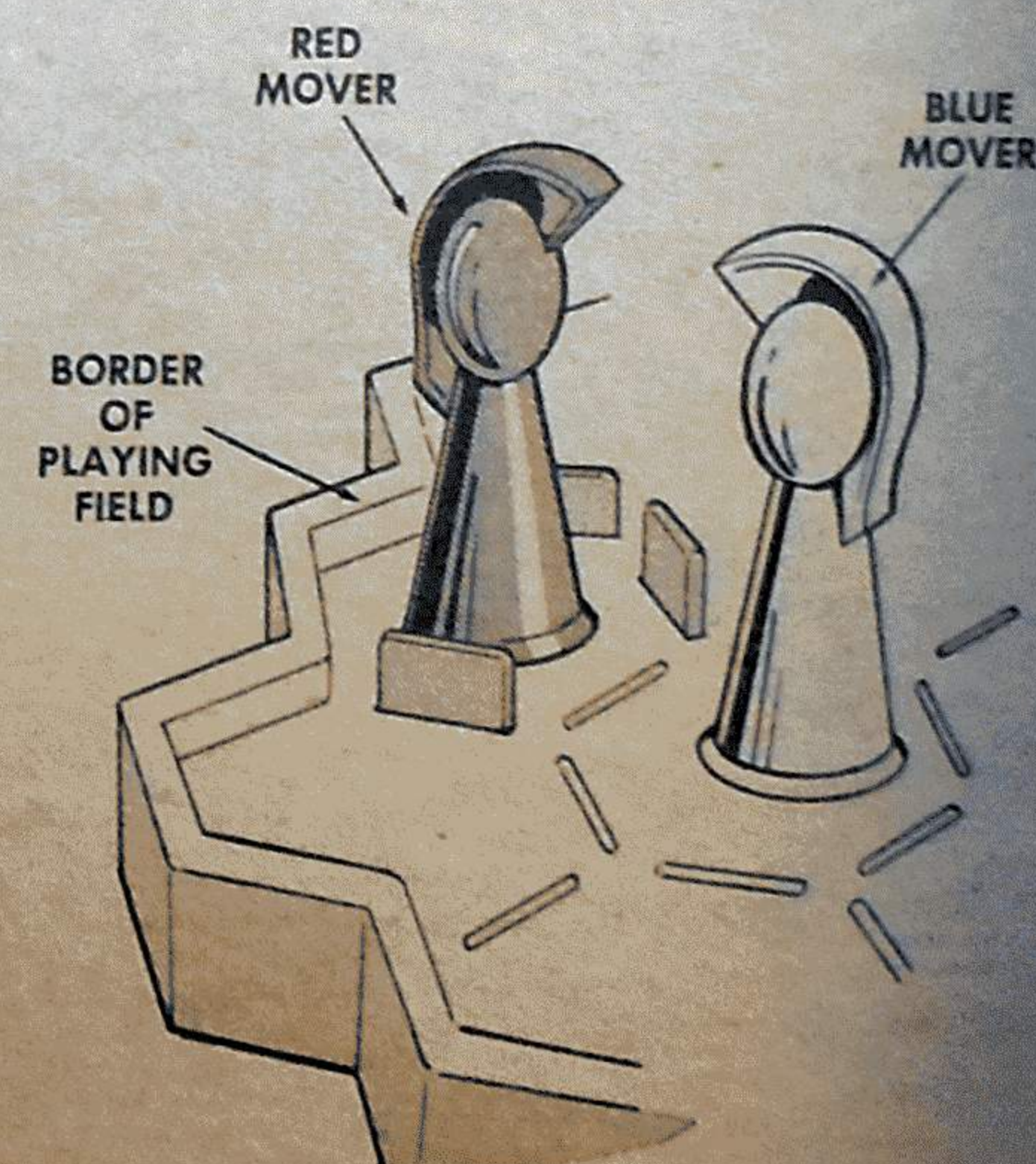
HOW TO TRAP A MOVER



(A) RED MOVER IS TRAPPED



(B) BLUE MOVER IS TRAPPED



(C) RED MOVER IS TRAPPED