The game "Catch The Wall!" is about finding a treasure in a labyrinth in less turns that the opponent, ironically by catching as few walls as possible. The one to find the treasure first wins.
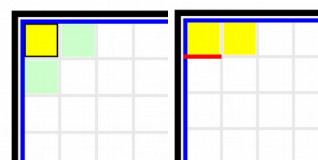
Playing the computer works as follows:
First you have to build a labyrinth for the computer to play in by clicking the grey lines. Once you like the labyrinth you buildt, press the "next" button. Note: Every field on the board has to be accessible.
When you click "next", you will have to bury a treasure: Click on a field of your choice to mark it as the computers goal. If you want to move the treasure, you have to remove it before putting it elsewhere. After burying the treasure you have to click "next" once again to start playing.
(Hint for impatient people: If you press "next" without having buildt a labyrinth, the computer will generate one for you. It even has a treasure already set, but you can choose to move it if you like.)
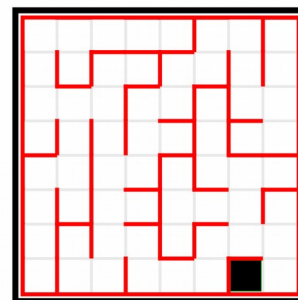
You play on the second board which now is filled with squares. To move, you click a yellow field and then one of those that become green. If there is no wall between the two fields the second one gets colored yellow and you may move again. But if the field of your choice was blocked, the wall between the two fields becomes red and it's the computers turn. The Walls the Computer runs into while his moves are marked blue.
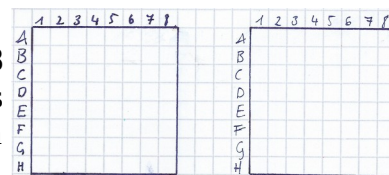Because of the computer being kind of dumb he always moves first.
The player finding the treasure faster wins. The computer also reveals the parts of the labyrinth you haven't discovered yet when the game ends.
And for playing the computer that's all.

But you can also play this game against friends on paper.
You should preferably use squared paper. Each player draws two 8x8 wide boxes next to each other. You number the columns of squares left to right assign letters to the rows top down. It looks similar to a chess board.
When the boards are drawn both players draw a labyrinth into the left of their boxes and bury a treasure somewhere in it. As when playing the computer every field has to be accessible, but you can agree on other rules before the game starts. The opponent is not allowed to see the labyrinth you draw.
What follows is the most difficult part of the game: Deciding who moves first. It does not actually matter all that much, but depending on who you play against, the task of agreeing on the player who moves first may result in a coin toss or some other version of a trial by battle.
Once the decision has been made, the chosen player, player 1, begins by announcing the move he wants to play. The field to begin at on first move is (just as while playing the computer) A1: For example "A1 to A2". The opponent, player 2, then has to tell him if the path is unblocked or if he Catched The Wall! Both players then note, where player 1 has been and which walls he ran into. Player 1 does this in the right, the empty, box. Player 2's move is when player 1 hit a wall.
If you put the treasure on A1, it automatically is regarded as being found.
The player finding the treasure faster wins.

*above: Cut-out left field, player 1, after the moves A1-B1, B1-C1, C1|D1, A1-A2, A2|B2
  below: Cut-out right field, player 2, after the same moves.