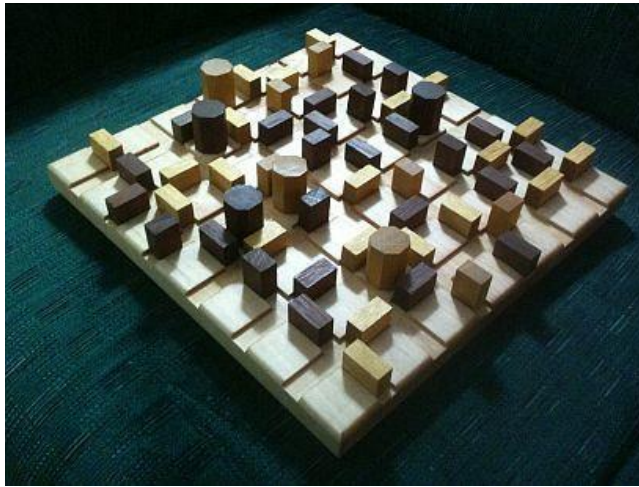


Entrapment rules

Rich Gowell © 1999

The object of Entrapment is to capture your opponent's roamers (pawns) by rendering them incapable of movement. A roamer that cannot move is considered captured, and is eliminated from the board. When all three of a player's roamers have been captured the game is over, and his or her opponent declared the winner.



Starting Set-up. Player number one, who controls the light colored pieces, begins the set-up phase of the game by placing a single roamer on any empty square of the board. The players then alternate doing this until all the roamers have been placed.

Turns. Players alternate turns. Each player's turn consists of two actions, with the following exception. On his or her first turn after the starting set-up phase, player number one takes only one action, either moving a roamer once or placing a barrier in an empty groove position, but not both. This rule is designed so that moving first is not an unfair advantage. Starting with the second player's first turn, each player completes a two action turn. The first action must consist of the movement of a roamer. The second action must consist of EITHER the placement of a barrier in any empty groove position OR an additional movement of a roamer, either moving the roamer moved in the first action a second time, or moving a different one. There is no passing.

Movement. A roamer may move vertically or horizontally up to two squares. Diagonal moves are not allowed. Movement is in a straight line. A corner may be turned only if the same roamer is being moved for both actions of a turn, and the player is thus forgoing barrier placement. If the piece to be moved is adjacent to a friendly roamer it may jump it, but only if there are no other game pieces (friendly or otherwise) in the way. A friendly barrier may also be jumped, but once it has, it is rotated so that it stands on end. This indicates that the barrier is now impenetrable to both players. In no situation may more than one friendly game piece be jumped per move action. So, for instance, a roamer cannot jump a friendly adjacent roamer if there is also an unjumped friendly barrier either in front of the adjacent piece (i.e. between the two friendly roamers) or behind it. Enemy roamers and enemy barriers are both impenetrable obstacles.

Barrier Placement. If a player chooses to place a barrier for the second action of his turn, he

takes one from his off board supply (each player possesses twenty-five) and places it in any empty groove position on the board. Once barriers are placed, they are not moved or removed until a player runs out of them. If either or both players run out of barriers during a game, they must begin to take them from the board and place them elsewhere. Barriers which have been jumped, and thus turned on end, may not be used for this purpose.

Entrapment. A player's roamer is entrapped, and eliminated from the board, as soon as it is rendered incapable of making a legal move. This occurs when an impenetrable obstruction is found on each of the four sides of the entrapped piece. These include enemy barriers, enemy roamers, friendly barriers that have already been jumped, adjacent unjumped friendly barriers with a roamer (friendly or enemy) behind them, and the edge of the board. A roamer is captured, and eliminated, the instant it is entrapped. It may not enter an entrapped square and perform a block or help entrap another piece.

Forced Move. When a roamer is surrounded on all four sides, but is not entrapped, because at least one of the adjacent game pieces is a friendly, penetrable one, the roamer is considered to be in a 'forced' position. This position must be 'relieved' on the first action of the following turn.

In general this means the movement of the forced roamer in question, even if the move is to yet another forced position. Indeed, a roamer may even be forced to move into an entrapped position, in which case it is immediately eliminated. However, if one of the friendly, adjacent, game pieces in a forced situation is another roamer, the force may be relieved by moving that roamer out of the way, rather than moving the forced piece itself. Indeed this occasionally is the only option. A player may create a force situation for himself, oftentimes as a defensive maneuver, as long as on the first action of the next turn he acts to relieve it. If a player remains in a forced position after his first (move) action and he wishes to execute a second move action, rather than placing a barrier, he must relieve the forced piece again, rather than moving an unforced piece. If the forced player chooses not to execute a roamer move for the second action of his turn, barrier placement can proceed normally.

Double Force Rule. If a second force is incurred against a player who already has a roamer in a forced position, then the second roamer put into force is captured, and eliminated, just as if it were an entrapment. If, as sometimes happens, the two forces are incurred against a player simultaneously, then the moving player is given the option of which of the two newly forced roamers to eliminate. A player may not create a second forced situation for his own roamers, as this would be an instant suicide for the second forced piece.

***A Word About "The Stick"**

Recently, the inventor and others have taken to playing a form of Entrapment which involves cordoning off a row of squares to remove them from play, thus creating a 6x7 board. We find that this makes for a tighter, exciting, and aggressive form of the game. The stick is included to facilitate this option. We hope you find yourself enjoying both forms of the game!