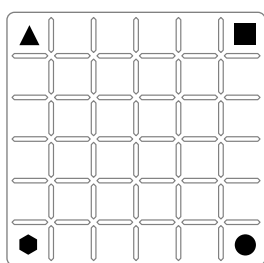# Trapped™

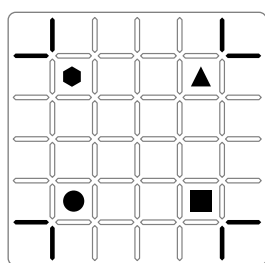Objective: Trap other players while avoiding getting trapped yourself.

Initial Setup

1. Place player tokens and walls to your liking on the board.

2. Give each player a player box.

3. Use spinner to determine who goes first. Place spinner next to that player.

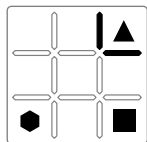Feel free to customize the board, here are some examples:
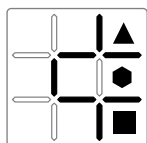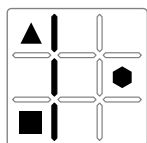

Standard   Faster

Win Condition

If any players are fully separated by walls from others, count the number of empty tiles in each section with players. The players in the lowest count section(s) are Trapped and removed from the game. If all player sections have the same number, none are Trapped.
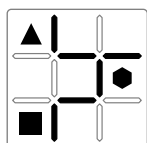
Examples:

Triangle is Trapped.

Hexagon Wins

No one is Trapped.

Rounds

Each round follows these steps:

1. All players privately move the arrows in their boxes to point in the directions they wish to travel. When complete, they should close the box and place in front of them.

2. The player with the spinner opens their box first. They move up to twice in the directions of the arrows. They can not move through walls. Players can pass through other players but can not occupy the same tile at end of move.

Example Valid Moves:
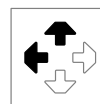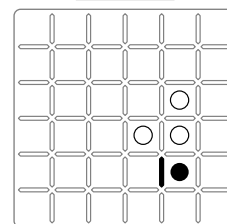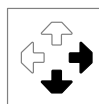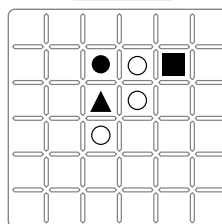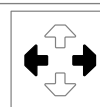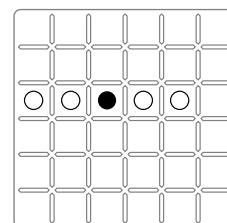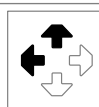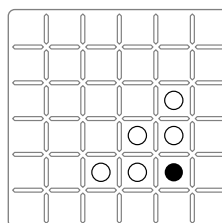
3. Player must place one wall on any tile they had moved on this turn. If they did not move they must place a wall on the tile they are on. Check win condition.

4. Play continues clockwise till all players have done their turn. Pass the spinner clockwise to determine who goes first in the next round.

Video tutorials and latest instructions:

JohnGames.com/trapped