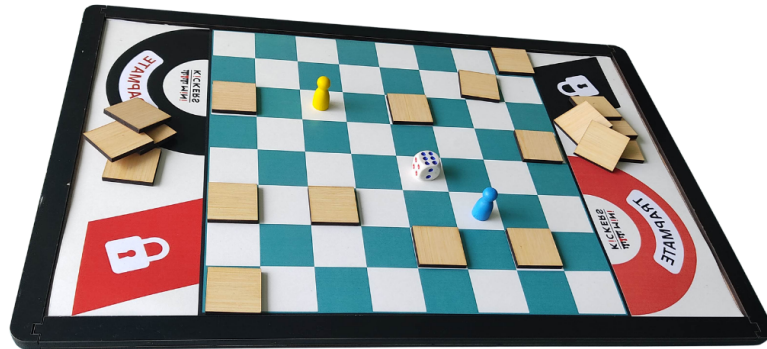




Playing Instructions / How to Play / Rules

1. Objective

You win the game when your opponent:

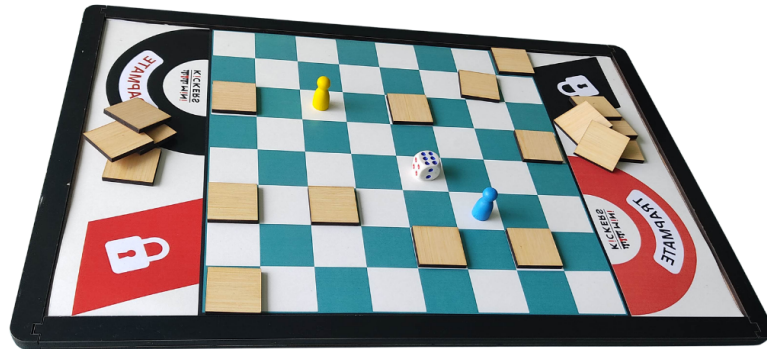
- Has no legal move remaining, or
- Is unable to move their piece because all available spaces are blocked.

The last player who can make a legal move wins the game.

2. Game Setup

- The game is for **2 players**.
- Each player chooses one playing piece.
- Place the two pieces on their designated starting positions.
- Place the wooden **block pieces** beside the board.
- Place the dice beside the board.
- Decide which player goes first.

The game is played on the grid of movable squares.



3. Moving the Pieces

Players take turns rolling the dice and moving their piece.

On your turn:

1. Roll the dice.
2. Move your piece according to the number shown on the dice.
3. Move through the available spaces on the board.
4. After completing your move, place a **block** on the space you left behind.
5. The blocked space can no longer be used for movement.

Each move therefore makes the available playing area smaller.

4. Blocking a Space

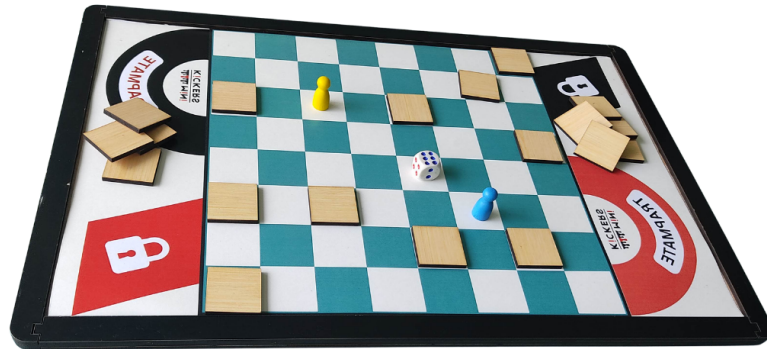
After a player moves, the space they left behind becomes blocked.

To block a space:

- Complete your movement.
- Take one wooden block.
- Place it on the space your piece occupied before moving.
- That space is now unavailable.

A blocked space cannot be used by either player.

Important: Once placed, a block remains on the board for the rest of the game.



5. Moving Around Blocks

Players must plan their movement around the blocks already placed on the board.

A player:

- Cannot move through a blocked space.
- Cannot finish a move on a blocked space.
- Must follow the available path on the board.
- Must make a legal move using the dice result.

As more spaces become blocked, the movement area becomes smaller.

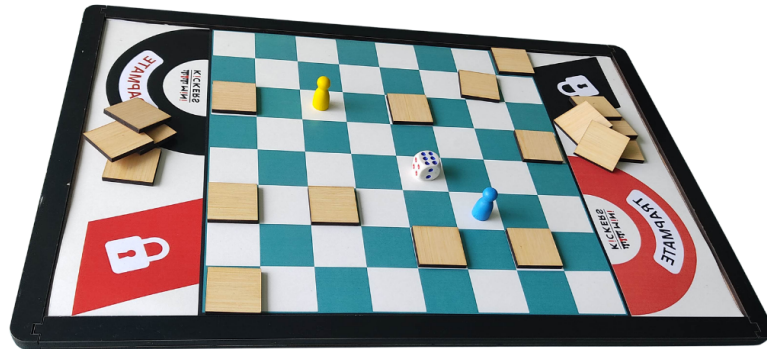
6. Dice Movement

The number rolled on the dice determines the player's movement.

Before moving:

- Check the available route.
- Count the spaces according to the dice result.
- Make sure the complete move is legal.
- Do not move through blocked spaces.

Players should think ahead because every move creates another blocked space.



7. Trapping Your Opponent

The main objective is to **trap your opponent**.

You can trap your opponent by:

- Blocking important movement spaces.
- Creating narrow paths.
- Cutting off escape routes.
- Using your movement to force your opponent toward blocked areas.
- Planning your next move before placing a block.

The best move is not always the move that takes you closest to your opponent. Sometimes the best move is the one that removes your opponent's future options.

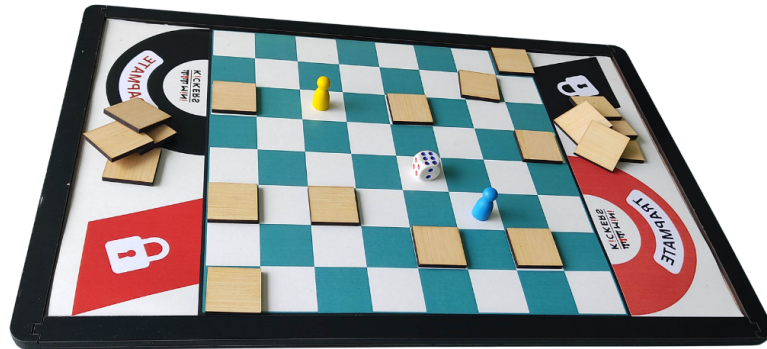
8. No Legal Move

A player loses when they cannot make a legal move.

This can happen when:

- All possible movement spaces are blocked.
- The player is surrounded by blocked spaces.
- The dice result cannot be used for any legal movement.

If a player has **no legal move**, their opponent wins immediately.



9. End of the Game

The game continues as follows:

Roll the dice



Move your piece



Block the space you left



Opponent moves



More spaces become blocked



Movement options become smaller



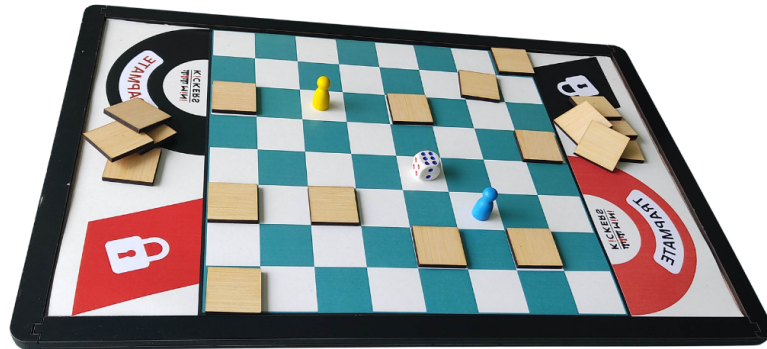
One player becomes trapped



Player with no legal move loses



Last player with a legal move wins



10. Basic Strategy

Trapmate is a game of **movement, timing, positioning, and clever blocking.**

You can:

- Plan several moves ahead.
- Avoid trapping yourself.
- Block your opponent's escape routes.
- Preserve useful movement spaces.
- Force your opponent toward the edge of the board.
- Create traps by controlling key spaces.
- Think about where your opponent will move next.
- Use the dice result carefully.

Remember: Every move has a cost—the space you leave behind becomes blocked.

Roll the dice → Make your move → Block the space you leave → Shrink the board → Trap your opponent → Be the last player with a legal move.