

Shapes: the game of trapping

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Players

2 players. Suggested ages 4 and up.

Game Pieces

One black Peg, one Grey Peg and one grid board. The following shapes:

Grey and Black players will each start the game with 2 large squares, 12 rectangles, and 30 small squares.

Starting a Game

Decide who goes first and what color to use. Flip a coin or use whatever method you wish. By default Black moves first.

First Turn

At the beginning of the game, the board is empty. The starting player places his Peg inside any square on the board and places one of any kind of his shapes. The second player may place his Peg on any remaining empty square, then place his first shape in any empty space.

Moving

During each turn the player *must* move their Peg once, one space in any available direction. If a player cannot move, they are trapped and have lost the game. Assuming the player has a legal square to move his Peg to they will also place their 'shape' on the board.

Shapes are placed squarely within the grid of the board. Small squares take up one square, rectangles take up two squares, etcetera. Once they are placed, shapes are not moved.

During your turn you must move, once in any direction. You may move your Peg diagonally. You may move passed diagonally opposed shapes as long as there is an empty square to move to. You can only move your Peg one square at a time. You may not 'jump' over an opposing Peg.

Winning

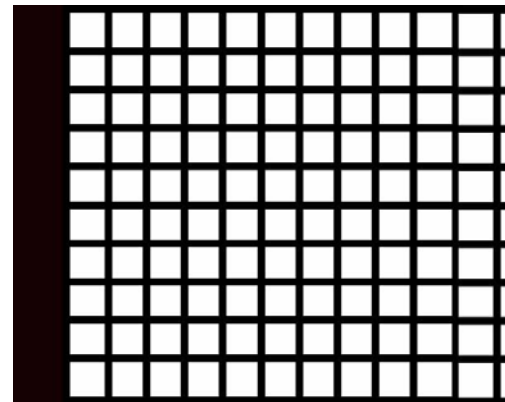
The goal of the game is to trap the opposing player before they trap you. Trapping means the Peg cannot move in any direction because every surrounding square is occupied by a shape or opposing Peg.

Strategy (tips)

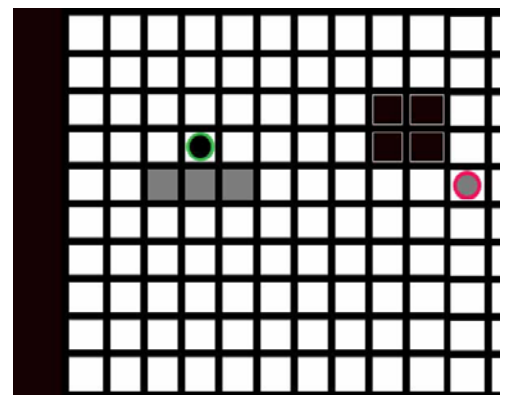
Stay in the open for as long as you can. Force the opponent toward the side, corner or into a dead end.

No Draws

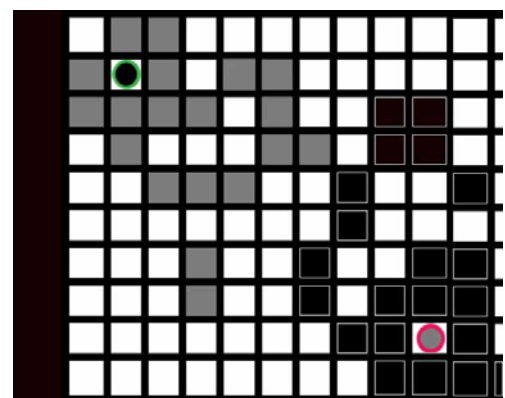
There are no ties or draws in *Shapes*. If both players are trapped and cannot move their Peg, the players whose turn it is will lose. This way the Peg is an attacking piece.



An empty Game board at the Start of play



The pieces begin to mobilize and play begins



Black still has a free move to make (far corner). But Grey is surrounded and cannot move.

Grey has lost. Black is the Winner.