

Game 4: Trap the Tower

The ground rules are the same, with one exception: you cannot go back to your home base once you have left it, so you cannot keep trapped caps there. In this game, the caps are trapped in ever-taller towers, and the winner is the last player with caps left on the board. But be careful—the tower can also trap the last cap!

Game 5: Trap the Golden Cap

The ground rules are unchanged, but this time there is a new player, the Golden Cap, which begins the game in the centre of the board. All players try to be the first to trap the Golden Cap and bring it back to home base. Once you have it in your home base, the Golden Cap becomes your player.

The Golden Cap can trap like any other cap. It can also trap caps on the grey spaces, and, best of all, it can move back and forth during a move and trap several caps. Any cap within 6 spaces of the Golden Cap is at risk! However, the Golden Cap can be trapped like any other—just take it back to your home base, and it's now yours.

The winner is either the one who has the Golden Cap at the end, or the one who has trapped the most caps. The players decide which at the beginning of the game.

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Trap the Cap

A game of pursuit and strategy for 2-6 players, age 6-Adult.

Object of the game:

“Trap” as many “caps” as you can. You can keep them if you can get them back to your home base, but try not to get caught yourself!

Game preparation:

Each player gets 6 caps of one colour and places them on the home base of the same colour.

Game rules:

Players take turns in a clockwise direction; and the youngest player usually begins.

1. Throw the die and move one of your caps the number of spaces shown on the die. You can only move one cap during a move, unless you throw a “6” —then you may throw again and move another cap.
2. You can move in any direction, but you cannot change directions during a move.
3. You can move any of your 6 caps. You can have all 6 caps on the board, or you can leave a few in your base.

Normally, you can have only one of your caps (or stacks of caps) in any space on the board, except for the home bases.

To trap the cap:

If you move your cap onto a space where another player's cap is sitting, you can trap it by placing your cap over it. You can capture a whole stack of caps this way, but you must take the trapped caps back to your home base if you wish to keep them—and you can trap more along the way. Watch out—or you may be trapped by another player.

To keep trapped caps:

You must take your stack of trapped caps back to your home base and leave them there. Once there, they cannot be freed or trapped by another player.

To free trapped caps:

If you manage to bring a stack of caps into your home base, and some of your own caps are in the stack, these caps are freed and can play again.

Home base:

You can only go back to your home base if you have captured caps. No other cap can enter your base, and you cannot be “trapped” there. You don't need an exact throw to re-enter your base. For example, if you are 3 spaces away and have captured some caps, and you throw a 5, you can enter your base. (The base counts as one space) Leave the trapped caps in your base, and use the last point to come out again.

Grey spaces:

Up to three caps (or stacks of caps) of different colours may “rest” on the grey spaces; they cannot be trapped there.

Yellow spaces:

More than one cap of the same colour can share a yellow space. Watch out, though —another player's cap can come along and trap them all!

“6”:

If you throw a 6 you may roll again and take another turn.

End of the game:

There are two ways to end the game. The players should decide at the beginning of the game which one they will use. In both versions, the game is over when only caps of one colour are left on the playing board.

Example: Suppose there are only 3 green caps left on the board, and all others are “trapped” in other home bases. One of the green caps left has captured some other caps, but has not gotten them back to base yet. Since there is no one left to capture the green player, the game is over.

Ending 1:

Count the captured caps in your own home base. (The green player in the example above may count the caps he has trapped on the board) The player who has trapped the most caps belonging to other players is the winner.

Ending 2:

The player with caps left on the board at the end of the game is the winner. In the example above, the green player wins the game.

Game 2: Team Play

If 4 or 6 people are playing, there can be 2 teams. Each player rolls the die and moves only his or her own caps. However, you must agree not to capture each other, only the caps of the other team. You can free both your own and your partner's caps. You can choose to win by trapping the most caps or by having the fewest caps trapped.

Game 3: Total Team Play

In this version you can move either your own or your partner's caps.