

Fire Trap - Strategy Game

Rules

This is a game for two players. Each player has two pieces, the Fire Engineers team (blue) and Conflagration team (red). They are placed on the board as shown in Fig 1.

Each player moves one piece at a time in alternate turns of play along any line to the next empty circle. The object being to block the opponents pieces so that they cannot move (Fig 2).

Pieces may NOT jump over other pieces.

If the Fire Engineers pieces block the conflagration team, they are deemed to have extinguished the Conflagration pieces. If the Conflagration pieces manage to block the Fire Engineers pieces they are deemed to have been trapped and the fire will consume them!

Variation

A variation of the game is not to start from the set positions. The first player places their first piece on any circle, and the second player places their piece on any of the four remaining circles, and so on alternately until all four pieces are on the board. The game is then continued by moving the pieces as previously described.

This is a game of strategy, it will pay you to anticipate the possible moves ahead. The game is won by skill and decisive strategy.

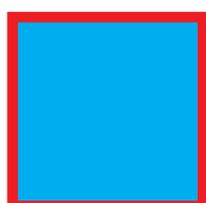
History

This game is based upon an ancient game known in China as Pong hau k'i and in Korea as Ou-moul-ko-no.

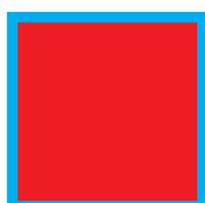
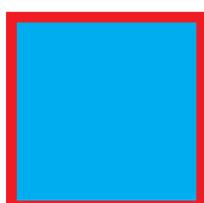
Playing pieces & Board

The playing pieces are below and the board is on the next sheet. Cut out the playing pieces around the edge of the red and blue lines. Glue the pieces and board on to a cardboard backing.

For the best effect and quality print onto glossy photo paper (if the photo paper is thick enough you may not need to glue onto a card backing). Do not attempt to put card through your printer unless the printers instructions state you can do this, otherwise you may damage your printer.



The Fire Engineers team



Conflagration Team

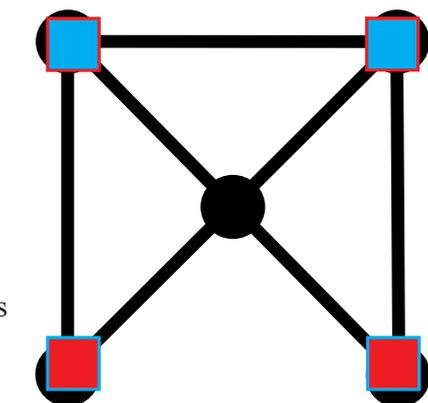


Fig 1. Starting Positions

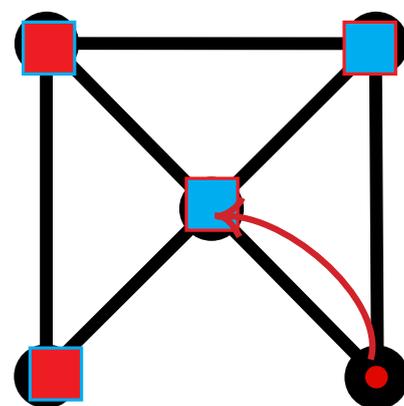


Fig 2. Winning. When the blue piece moves to the centre, red are blocked and cannot move.

