

(1) INTRODUCTION

Time Trap is a game for two to nine players, played on a 16x16 array of squares. Each player has five Men and an Energy supply. The Energy is used only for going into the past to change previous moves. The game is won by the player with the greatest number of Victory Points after ten turns. Movement is simultaneous.

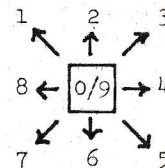
(2) INITIAL POSITION

At the beginning of the game, you will receive a Map giving the starting locations of all the Men in the game (which will be random, and different for each game). Each Man has a unique two-digit number to identify it; the first digit is the number of the player who owns it, and the second is a digit from one to five which indicates which particular Man it is.

(3) MOVEMENT

Each turn, you may move any or all of your Men one square in any of eight directions, as indicated by the diagram to the right.

- (3.1) If two or more Men move to the same location at the same time, all are destroyed, and are removed from the Map at the end of the turn.  
(3.2) If a Man moves off the top of the Map, it comes on again at the bottom; if a Man moves off the bottom of the Map, it comes on at the top.  
(3.3) If a Man moves off the right side of the Map, it comes on again at the left, but one square lower than you would normally expect it to; if a Man moves off the left, it comes on at the right, but one square higher than you would expect it to.



(4) FIRING

After moving, each Man can fire a shot a distance of one square in any of the eight directions. If a Man occupies the square fired at, that Man is destroyed.

- (4.1) Men fire from their new positions.  
(4.2) Men destroyed by moving onto other Men may still fire on that turn, but not on subsequent turns.  
(4.3) Fire directed off an edge of the Map works the same as moving off an edge, as described in rules (3.2) and (3.3).

(5) WRITING ORDERS

Each turn, each Man is given a two-digit move/fire order.

- (5.1) The first digit (one to nine) indicates where the Man is to move. Note that a 9 indicates that the man does not move.  
(5.2) The second digit indicates where the Man is to fire. A 0 indicates that the Man does not fire; a 9 indicates that the Man self-destructs.  
(5.3) Move/fire orders are given for all Men, even those that were destroyed on previous turns, because the Man may reappear in future turns.

(6) CHANGING ORDERS

An order, once given, can be changed on subsequent turns. Each turn, you receive 10 Energy Points with which to do this.

- (6.1) Energy not used is saved, and may be used on a subsequent turn. There is no limit to how much Energy you can save up.  
(6.2) The cost (in Energy Points) required to change an order depends on how many turns ago the order was made, as indicated on the table to the right. To change an order for last turn costs one Energy Point, to change one for two turns ago costs 3, etc.  
(6.3) A change is given as a four-digit number: the first digit is the turn on which the order was made; the second digit is the Man whose order is to be changed (a digit from one to five); and the third and fourth digits are the new order.  
(6.4) Any number of changes may be made at one time, so long as you have enough Energy to make them all.  
(6.5) A change is for one order. If you wish to change subsequent orders for the same Man, you must submit a change for each order (expending the necessary Energy for each).  
(6.6) You may only make changes for your own Men, never those of other players.  
(6.7) Each turn of the game, after orders for the turn have been given and previous orders have been changed, the game is replayed from the beginning. In the replay, Men might be destroyed that had not been destroyed before, Men that had been destroyed might not be destroyed, and Men may be destroyed earlier or later than in earlier replays.

turns ago	Energy needed
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45

(7) SCORING

During a replay, you will receive one Victory Point for each turn that each Man remains on the board. Victory Points, once received, are never lost.

(8) THE PRINTOUT

At the end of each replay, you will receive a Map giving the positions of all the Men left on the board at the end of the replay. You will also be told how many Energy Points and Victory Points each player has, and the starting location, all moves made and shots fired during the replay, and the final position of each Man in the game.

- (8.1) The starting positions of Men never change.  
(8.2) Locations are given as pairs of numbers enclosed in parentheses. The first number is the row, and the second is the column.  
(8.3) Moves made by a destroyed Man are preceded by a minus sign (-).  
(8.4) The final position, for a destroyed Man, is the location it would occupy if it had not been destroyed.

(9) DIPLOMATIC MESSAGES

You can communicate with the other players by writing "Diplomatic Messages", and sending them to us with your moves. They will be delivered the next turn.

- (9.1) Diplomatic Messages must be written on 3-by-5-inch index cards.  
(9.2) The Messages must be plainly addressed "to" and "from", by player-number.  
(9.3) Messages not signed with the proper player-number are not allowed, and if you are caught sending one, you may be dropped from the game.