

TRESPASS™

Parker Brothers Trademark for its Hidden Number Game Equipment
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Ages 10 to Adult/For 2 Players

OBJECT

To maneuver your secret number onto any empty space in your opponent's back row.

EQUIPMENT

2 Sets of 10 Numbered Pieces
A Playing Board

PREPARATION

The board is placed between the two players so that each is seated in front of a row of dark green squares. Each player randomly places his ten numbered pieces on the spaces covering the two rows immediately in front of him.

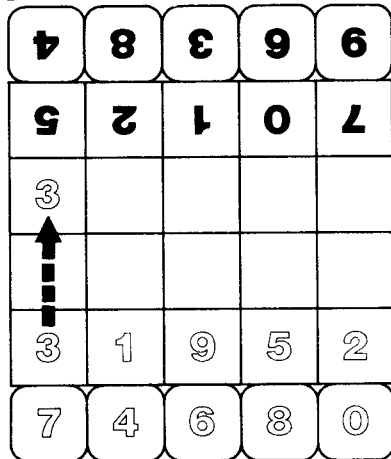
Each player now secretly chooses the numbered piece which he will try to move into his opponent's back row. Write the number on a piece of paper, fold it in half, and slip it under the playing board.

MOVING THE PIECES

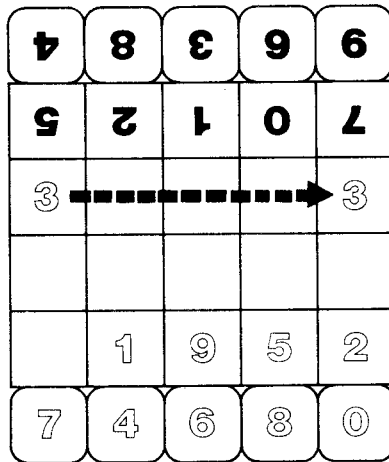
One of the unique features of TRESPASS is that a player, on his turn, may select to move one of his opponent's pieces rather than his own. Pieces are always moved forward and/or sideways, never diagonally or backward. Thus, a player's piece may never be moved toward his own back row. There are three methods of moving a piece:

A. A player may slide a piece forward and/or sideways on a clear path as many squares as desired. (Diagrams #1-2-3)

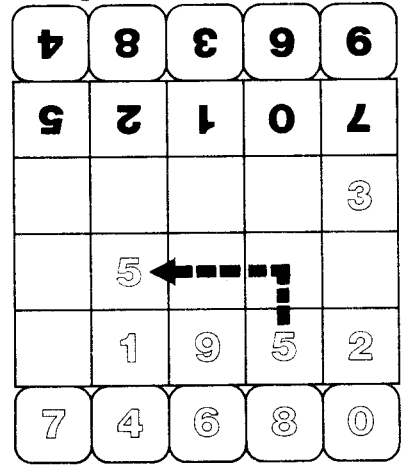
1. Forward move on a clear path



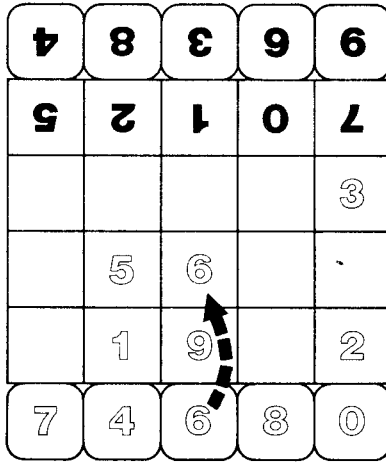
2. Side move on a clear path



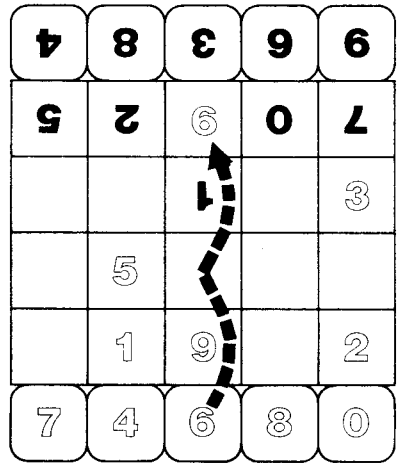
3. Forward and side move on a clear path



4. Single jump



5. Multiple jump

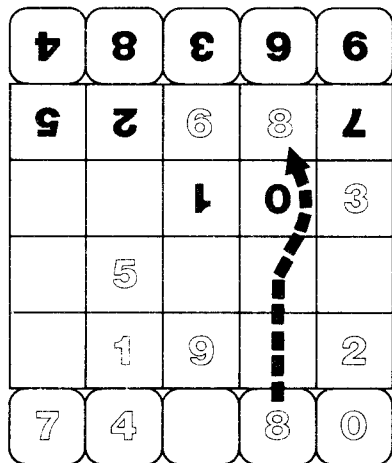


B. A player may jump one or more of his own pieces as well as his opponent's as long as the pieces jumped are located on alternate squares (as in checkers). When completing a jump, the piece used cannot continue on a clear path. All pieces jumped remain on the board. (Diagrams #4-5)

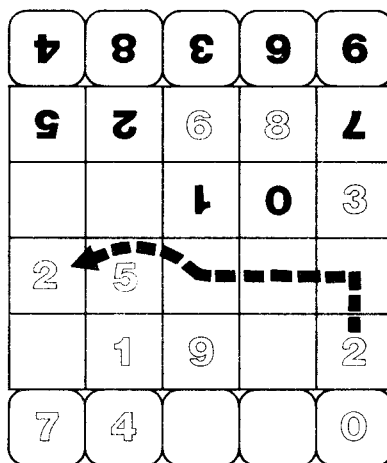
C. A player may slide a piece along a clear path and jump pieces as described in "B." (Diagrams #6-7-8) Note: A player may slide and jump – but never jump and slide.

On a turn a player may move any piece except the piece just moved by his opponent. A player may move an opponent's piece into his own back row, gambling that it is not the one his opponent has selected. Once a piece has been moved into the back row it may be moved sideways on subsequent moves.

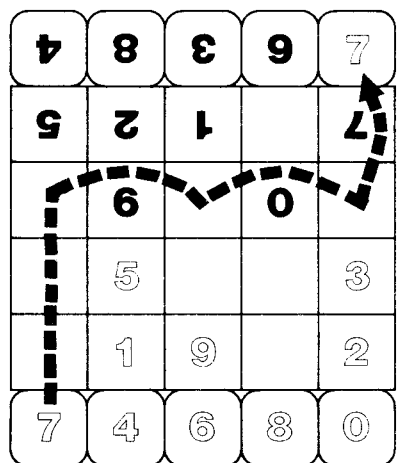
6. Slide and jump



7. Slide and jump



8. Slide and jump



THE PLAY

The player elected to go first begins by moving one of his pieces or his opponent's in the manner described. The second player follows in turn. Throughout the game, each player moves pieces, being careful not to make his movements so obvious that his opponent knows which piece he is trying to get to his goal.

STRATEGY

As the game develops, you will learn a great deal from the opportunities that your opponent has not used to his advantage. For example, you may have to gamble on opening up a path to your back row for one or more of your opponent's pieces. If he does not then move his number into your back row and win the game, you'll know that these pieces do not include his secret number and you may use them defensively to block him.

The fun and strategy of this game is to try and mislead your opponent into thinking that a particular piece is the one you have selected – while in reality it is not your secret piece at all. A surprise ending may occur when your opponent moves your secret number into his own back row, thinking that he is blocking your next move.

THE WINNER

The winner is the first player whose selected number has been moved to his opponent's back row, either by him or his opponent.

We will be glad to answer inquiries concerning these rules.
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