

QUORIDOR KID

Gigamic

OBJECT OF THE GAME

To be the first to reach one of the squares opposite your own base line (Fig.9).

RULES OF THE GAME FOR 2 PLAYERS

At the start of the game, the fences are placed on either side of the board (8 fences for each player).

Each player takes a "mouse" and places in the centre of his base line, and place the cheese piece of the same color as the mouse at the opposite end of the board to mark the goal (Fig. 1). A draw determines which player starts.

PLAYING THE GAME

Each player in turn decides whether to move his mouse or to put up a fence. When a player runs out of fences, he must move his mouse.

MOVING THE MICE

The mice are moved one square at a time, horizontally or vertically, forwards or backwards (Fig 2). Mice must go round the fences (Fig 3).

PUTTING UP FENCES

Fences must be placed between 2 sets of 2 squares (Fig 4).

Fences can be used to help a player to move forward or to slow down his opponent's progress, but cannot be used to prevent his access to the goal line: an escape route must always be left open (Fig 5).

FACE TO FACE

When 2 mice face each other on 2 adjoining squares not separated by a fence, the player whose turn it is can jump over his opponent's mouse and place his mouse on the square behind (Fig 6).

If there is a fence behind his opponent's mouse, the player can place his mouse to the right or to the left of it (Figs. 7 and 8).

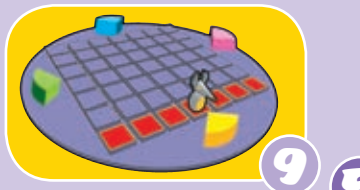
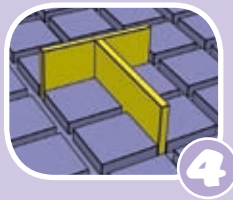
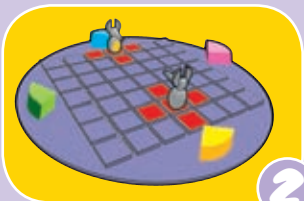
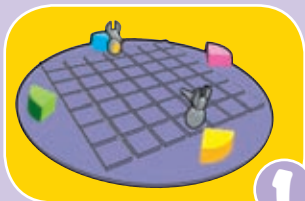
WINNING

The first player to reach one of the squares opposite his base line is the winner (Fig. 9).

RULES OF THE GAME FOR 4 PLAYERS

At the start of the game, the 4 mice are placed in the centre of each of the 4 sides of the board. Each player is given 4 fences.

The rules of the game are identical to those for two players, but a player may not jump over more than one of his opponents' mice.



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