

# *Quoridor*

## **Contents:**

- one board with 81 squares;
- 20 fences and 4 pawns.

## **PURPOSE OF THE GAME**

To be the first to reach the line opposite to one's base line.

## **RULES FOR 2 PLAYERS**

When the game starts the fences are placed in their storage area (10 for each player).

Each player places his pawn in the center of his base line.

A draw will determine who starts first.

## **How To Play The Game Quoridor:**

Each player in turn, chooses to move his pawn or to put up one of his fences.

When he has run out of fences, the player must move his pawn.

## **Pawn moves**

The pawns are moved one square at a time, horizontally or vertically, forwards or backwards.

The pawns must get around the fences.

## **Positioning of the fences**

The fences must be placed between 2 sets of 2 squares.

The fences can be used to facilitate the player's progress or to impede that of the opponent, however, an access to the goal line must always be left open.

## **Face to face**

When two pawns face each other on neighboring squares which are not separated by a fence, the player whose turn it is can jump the opponent's pawn (and place himself behind him), thus advancing an extra square. If there is a fence behind the said pawn, the player can place his pawn to the left or the right of the other pawn.

## END OF GAME

The first player who reaches one of the 9 squares opposite his base line is the winner.

## TIME OF GAME

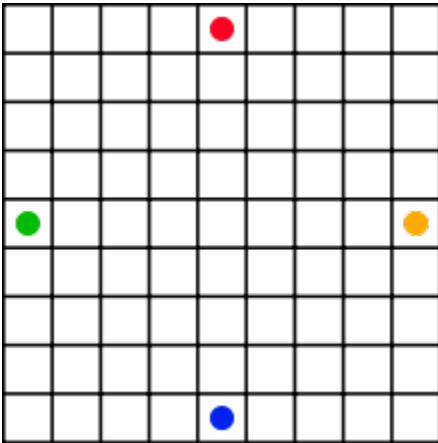
From 10 to 20 minutes.

In a tournament, it possible to allocate a set time to each player.

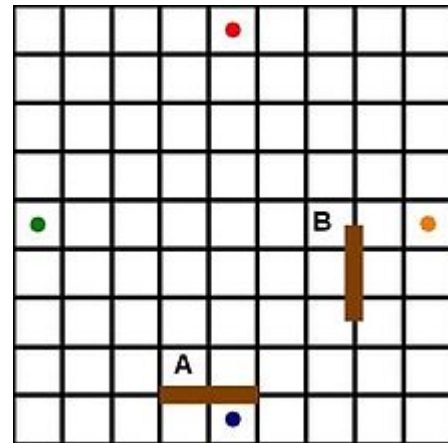
## RULES FOR 4 PLAYERS

When the game starts, the 4 pawns are placed in the center of each of the sides of the board and each player is given 5 fences.

The rules are identical to those for two players, but it is forbidden to jump more than one pawn.



The starting position for a 4-player game. In a 2 player game, green and



The wall A is legal. Wall B is illegal because it does not face two spaces on each side.