**Mazegarden**

Use two sets. The tiles are mixed, covered and stacked. Form a 6x6 board leaving a 2x2 gap in the middle (suit side up). On each side 4 more tiles are placed in the middle of the side. The remaining tiles are left out of the game.

Each player selects a suit and takes four corresponding coins. He places the coins on the four edge fields located nearest to him. This is his starting row.

How a piece moves further, depends on the number on which it stands:

- Null: move like the king in chess.
- Ace: move like the king in chess.
- Two: move like a knight in chess.
- Three: move like a bishop in chess.
- Four: move like a rook in chess.
- Five: move like the queen in chess.

If you land on a tile on which one of your opponent's coins are placed, it is sent back to its starting row. If, however, the starting row is full, this will not happen. **Coins on a null tile or an ace tile can not be sent home.** Only one coin per tile is possible. Players are not allowed to move their coin through an occupied tile.

Aim: the player that has moved all his coins to the opposite side first is the winner. This is the starting row of your opponent.