

## 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.