**Hidden Lands Piece Legend**

Note: ALL pieces only move if their destination is unoccupied by both the player and other pieces. If there is another piece there, the piece (that is to be moved) stays put and waits to move next turn.

**Neutral Pieces**

* Elf:
  + Symbol: 'E'
  + Motion: Randomly chooses a direction and moves one space.
  + Interaction: NONE
* Man:
  + Symbol: 'M'
  + Motion: None
  + Interaction: NONE. The man tells the player the number of hits they can take, and the number of points they need to advance. Has a 1/3 chance of appearing somewhere on the board.
* Sage:
  + Symbol: ‘S’
  + Motion: Randomly chooses a direction and moves one space.
  + Interaction: NONE. Randomly informs player about the other piece’s interaction results.

**Friendly Pieces**

* Dwarf:
  + Symbol: 'D'
  + Motion: Randomly moves Right or Left two spaces the first turn. Randomly moves Up or Down one space the next turn. Repeats pattern.
  + Interaction: GET\_POINT.
* Knight:
  + Symbol: 'K'
  + Motion: Moves Left one space every turn. Skips a space if it is occupied by another piece. If still occupied, moves one pace up.
  + Interaction: ADVANCE. Only interacts on same space.
* Artifact:
  + Symbol: ‘A’
  + Motion: None
  + Interaction: ADVANCE/KILL. Has a 50% chance of either interaction.

**Enemy Pieces**

* Wizard:
  + Symbol: 'W'. Used to confuse player as it is the same as the Witch.
  + Motion: None
  + Interaction: HIT. Has range of +/- 2 spaces from current space, i.e. if the Wizard is on space (3,0), he can hit a target on spaces (1,0)-(5,0).
* Witch:
  + Symbol: 'W'. Used to confuse player as it is the same as the Wizard.
  + Motion: None
  + Interaction: KILL. Has range of +/- 1 space from current space. Gives a warning from 2 spaces away.
* Piece 6, Dragon:
  + Symbol: 'F'. Uses 'F' for 'Fire' since Dwarves use 'D'.
  + Motion: None
  + Interaction: KILL. Dragon is initially sleeping, and gives warning. If the player lands on that space again they die.