

## Enigma Maze

Like Quoridor, if you put your piece in the square on the opposite side, you win.

It is invalid to completely close all access to the opponent

**Because the wall has become a polyomino like Rompos, there is not only a maze feeling but also a sense of figure puzzle.**

In addition, like a check maze, in "double action to move the pieces after placing the wall"



*It is a 15 × 15 square board, but there is a sense of speed .*

[From <https://dicekingchess.doorblog.jp/archives/52265214.html>]

A two player abstract game from Japan. In the game of **Enigma Maze**, you try to advance your pawn to the opposite edge of 15x15 square grid, while blocking the opponent's pawn by placing polyominoes. The designer intended Enigma maze to be a cross between the games [Quoridor](#) and Lonpos (a brand of logic puzzles). The gameplay is language free, although published in Japanese.

In your turn, you do the followings:

- 1) Choose an unused polyomino and place it on the grid. Do not overlap it with any other, and do not completely block your opponent's pawn off.
- 2) Move your pawn in the same manner as a Rook in Chess (orthogonally).

[BGG description, Masoccer, 2017]