Church in Town

By Dieter Stein, 2016

The game is played on a 7x7 board. Each player has seven houses, and two pieces (the tower and the nave) that together make the Church. There is also a neutral Priest piece.

Initially the board has the two parts of each Church in opposite corners. The Priest starts at the board's center. The houses start off-board.

In the first phase, players drop their houses not orthogonally adjacent to friendly pieces

Afterwards, each player either:

- slides a friendly piece over a line of empty squares in the direction of its ridge (jumps are not allowed). When the piece stops, the player must rotate it 90º.
- If a piece cannot move (there are adjacent pieces that prevent it to move), that piece can swap position with the priest. After the swap, the player still rotates his piece.

The goal is to build a village that orthogonally connects all the player's pieces, and where the Church pieces (tower and nave) are connected to each other and both are not on the board edges.