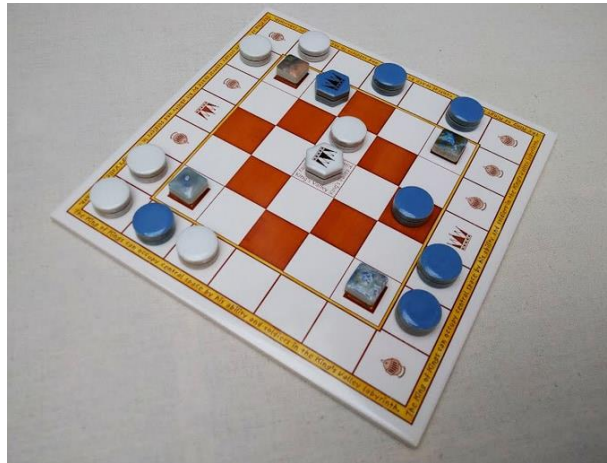


# Labyrinth

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<https://www.kickstarter.com/projects/logygames/kings-valley-labyrinth-new>

This game is a development of 2006's King's Valley. The game is a two-player abstract strategy race game. The objective of the game is to be the first player to get your King piece onto the King's Valley space.



King's Valley has 5x5 spaces, but Labyrinth has a 7x7 spaces board. The rules are almost the same. The one major change is the four pillar stones on the board. You may think a simple 7x7 space board without pillar stones will work as an expanded board and you would be correct. However, adding the pillar stones creates greater strategic challenges and more interesting game play. I think you'll really enjoy the new strategic options.

## Rules

- One 7x7 spaces board.
- One King and six soldier pieces for a player
- Four pillar stones
- Three magic power tokens for a player (for additional rule)



*initial setup*

Decide the first player and each player takes their turn alternately. Players can move any one of their own pieces, King and soldiers, according to the movement rule.

- All pieces can move horizontally, vertically or diagonally.
- When a piece is moved it must continue its movement until it reaches a vacant square adjacent to (alongside) either the edge of the board or another piece or pillar stone.
- Stopping in the middle of a “slide,” as is done in chess, is not allowed.
- Only a King piece can stop at central space. Soldier pieces can go through central space but can't stop there.

The player who can move their King piece into the central space "King's Valley" first, wins the game.

#### **Additional rule : magic power tokens**

The labyrinth is a temple of the sun protected by four pillars. The king can move the pillars of the temple only three times using the magic power of the moon.

Players can move any one of pillars to one space horizontally or vertically. Players can't return same pillar stone to the previous space on their next turn.