

Leave the Church in the Village

· Abstract tactics · 2 · 20–30 min

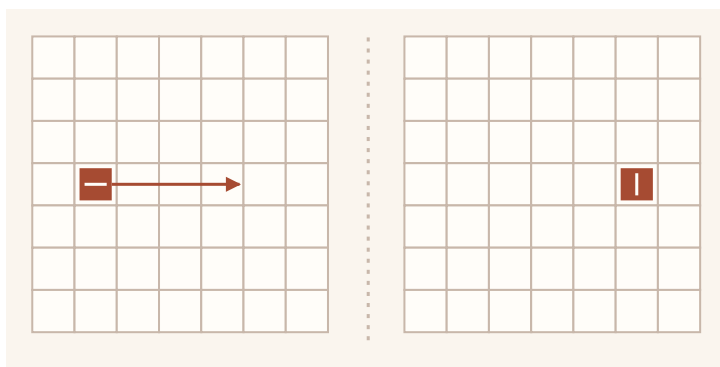
GOAL

Join all 9 of your buildings into one village, with the church away from the edge.

YOUR TURN

Every building has a **roof ridge**, and moves **only along that axis**, forwards or backwards, any distance across empty squares. You cannot jump any piece; you stop before the first obstacle.

After every move you must turn the building 90°, so its next move is perpendicular to the one it just made.

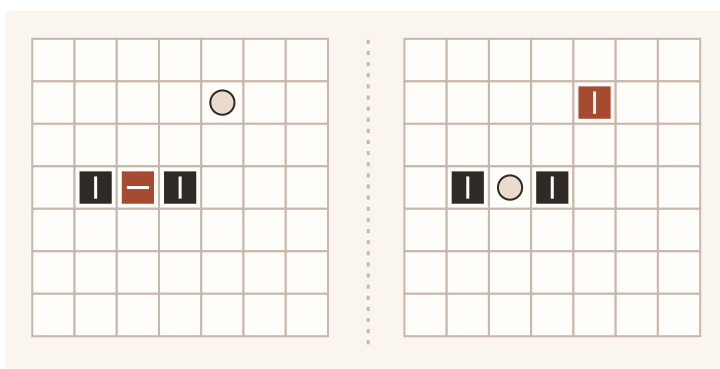


Move along the ridge; rotate the building 90° at its destination, so next time it moves perpendicular.

The priest and winning

Instead of moving, you may call the priest, but **only** if the chosen building is **blocked in both directions** along its ridge, by the board edge, another building or the priest. Swap the priest with the building, then turn it 90° as always.

The block must be genuine on both sides along the printed ridge. If the building can reach even one empty square in either direction, the priest cannot help. The priest never moves by an ordinary move.

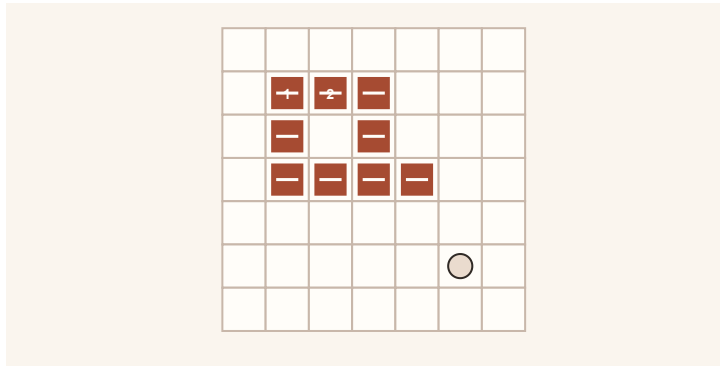


When both directions are blocked, the building and priest swap; then rotate the building.

You win the moment all three of these are true after your move:

- all 9 of your buildings form **one group**, joined horizontally or vertically;
- the steeple sits **directly beside** one of the nave's four sides;
- neither steeple nor nave is **on an edge** square.

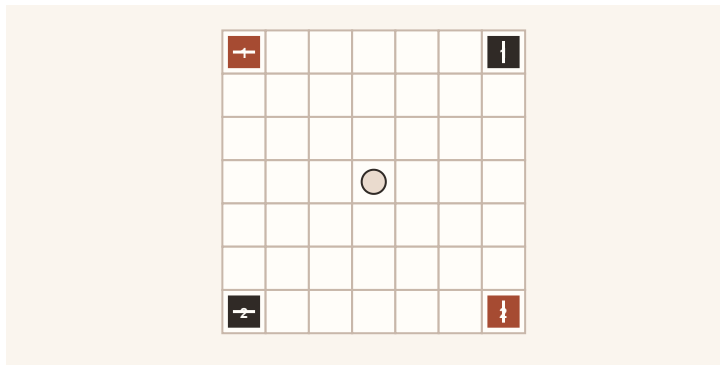
Connection counts only across full square edges. Diagonal contact does not join the village. The ridge orientation of steeple and nave does not matter in the completed church.



Winning village: 7 houses + nave + steeple, all 9 connected; the church is joined and away from the edge.

Setup

Put the priest on the **centre** square of the 7×7 board. Light places nave and steeple in two diagonally opposite corners, Dark uses the other two; each player chooses each ridge direction.



Each player receives two opposite corners; the priest starts exactly in the centre.

Then alternate placing houses. **A new house may not sit orthogonally next to one of your own buildings**, though diagonal contact is fine. Each player has 7 houses, 1 nave and 1 steeple, nine buildings in total.

Once all 14 houses are placed, the movement phase begins; the setup adjacency restriction no longer applies, and the players continue alternating.

Sources: [Spielewerkstatt game page](#) · [rulebook text](#). Diagrams are original.