

Quoridor

· Maze · 2–4 · 15–30 min

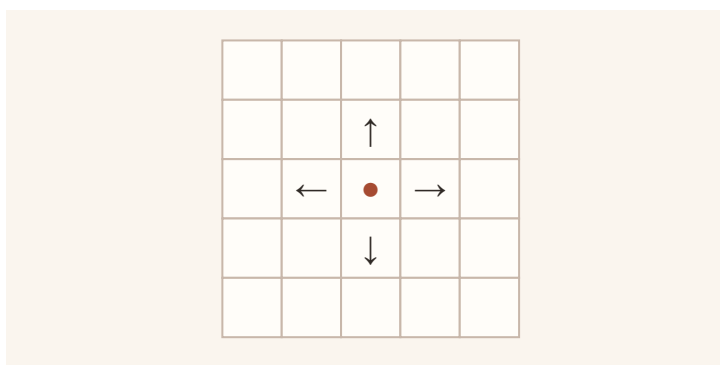
GOAL

Be first to reach the opposite side of the board. Any square in that row counts.

YOUR TURN

You do **one** of two things, never both: move your pawn one square, or place a wall.

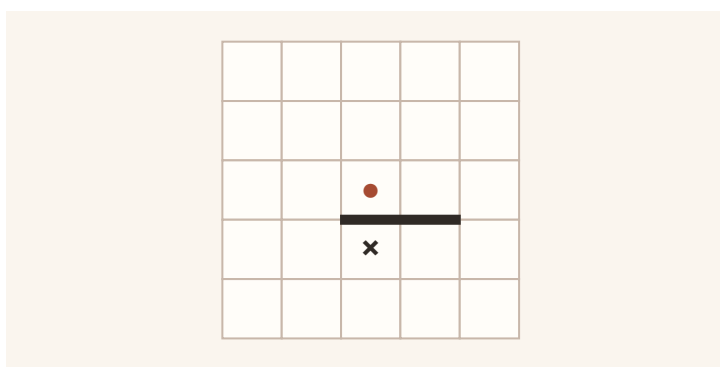
A move is up, down, left or right. **Never diagonally**, and never through a wall.



Four directions. Diagonals are not allowed.

Walls and jumping

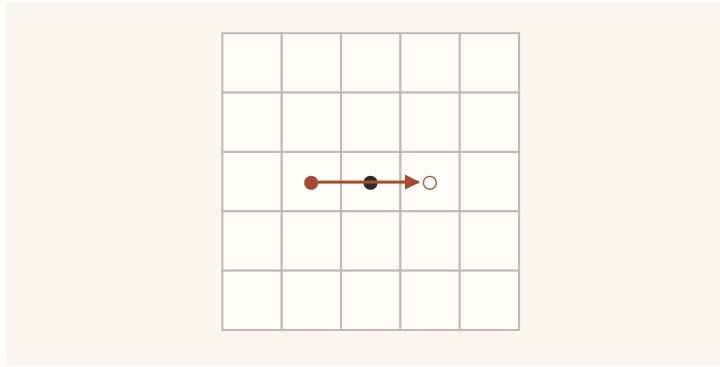
A **wall** is two squares long and slots into the groove between squares. It blocks the crossing for both squares it covers and stays for the rest of the game. Walls cannot overlap or cross.



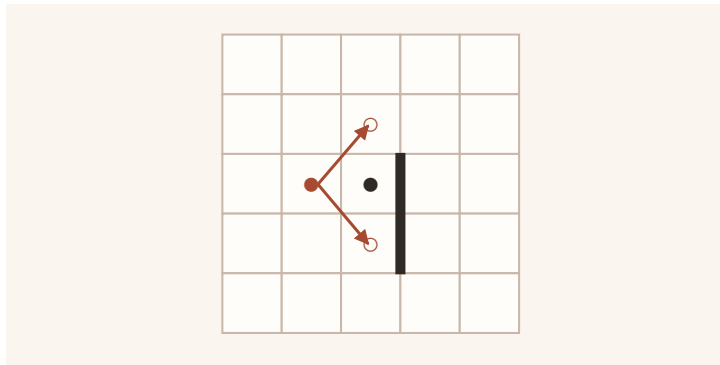
One wall blocks two crossings at once, so the square below the pawn is no longer reachable.

The most important rule: you may never completely block a path to the goal, yours or your opponent's. You may only make it longer. Check before placing that everyone still has a route.

Jumping. If the opponent's pawn is right next to yours, you jump straight over it and land on the square behind.



If the square behind is blocked by a wall, the board edge or another pawn, you move **diagonally** instead, to the left or right of the opponent. This is the only diagonal move in the game.



A wall behind the opponent blocks the straight jump. Side crossings must be open.

Setup

2 players: pawns on the middle of opposite edges, **10 walls** each.

4 players: pawns on the middle of all four edges, **5 walls** each. Your goal is the opposite edge.

In the box: a 9×9 board, 4 pawns, 20 walls.

Source: [Gigamic](#). Diagrams are original.

Details that matter

You may jump only when no wall separates the adjacent pawns. For a blocked straight jump, the side crossing beside the opponent must also be open. You cannot jump over two pawns; the same restrictions apply with four players.

Further sources: [Gigamic](#) [Quoridor](#)