

How to play **Quoridor** - Game Rules from Marbles the Brain Store

How to Play Quoridor

What is Quoridor?

The objective of Quoridor is to advance your pawn to the opposite end of the board. With each turn, you're faced with a decision: move your pawn or place a wall to hinder your opponent. The first pawn to the other side wins. But don't be fooled by this Mensa Select Winner's simple rules.

The strategic thinking, planning and problem solving skills needed to master Quoridor are enough to make corporate takeover geniuses salivate. This fast-paced strategy game will have you playing round after round, learning from trial and error, and developing your strategy as you go.



Game Play Overview

Each player gets a pawn and ten gates. The pawns start on opposite sides of the board. In turn, players can choose whether they want to move their pawn one space up, down, left, or right (no diagonals); or place a gate somewhere on the board. Pawns have to maneuver around the gates with the goal of getting to the other side of the board. Pawns cannot be trapped by the gates - they have to be left with at least one way to get to the other side.

How to Win Quoridor

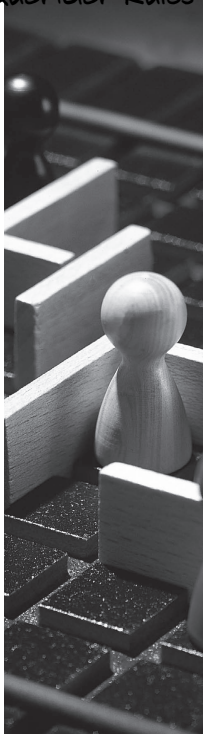
The first player to get to the opposite side of the board is the winner.

Where to Get Quoridor

Don't have it or need a new copy? [Get Quoridor at Marbles the Brain Store](#) online, or play and buy at a [Marbles store near you](#).

NEXT: Check out the following manufacturer's instructions and get playing Quoridor!

Quoridor Rules - Marbles: The Brain Store



QUORIDOR[®]

Gigamic

Quoridor Rules - Marbles: The Brain Store

USA / GB

QUORIDOR®

PRESENTATION

- one board with 81 squares;
- two storage slots for the fences;
- 20 fences and 4 pawns.

PURPOSE OF THE GAME

To be the first to reach the line opposite to one's base line (Fig.7).

RULES FOR TWO PLAYERS

When the game starts the fences are placed in their storage area (10 for each player).

Each player places his pawn in the centre of his base line (fig.1).

A draw will determine who starts first.

GAME

Each player in turn, chooses to move his pawn or to put up one of his fences.

When he has run out of fences, the player must move his pawn.

Pawn moves

The pawns are moved one square at a time, horizontally or vertically, forwards or backwards (fig.2).

The pawns must get around the fences (fig.3).

Positioning of the fences

The fences must be placed between 2 sets of 2 squares (fig.4).

The fences can be used to facilitate the player's progress or to impede that of the opponent, however, an access to the goal line must always be left open (fig.5).

Face to face

When two pawns face each other on neighbouring squares which are not separated by a fence, the player whose turn it is can jump the opponent's pawn (and place himself behind him), thus advancing an extra square (fig.6). If there is a fence behind the said pawn, the player can place his pawn to the left or the right of the other pawn (fig.8 and 9).

END OF GAME

The first player who reaches one of the 9 squares opposite his base line is the winner (fig. 7).

TIME OF GAME

From 10 to 20 minutes.

In a tournament, it possible to allocate a set time to each player.

RULES FOR 4 PLAYERS

When the game starts, the 4 pawns are placed in the centre of each of the sides of the board and each player is given 5 fences.

The rules are identical to those for two players, but it is forbidden to jump more than one pawn (fig.10).

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