

JOURNEY TO THE PALACE





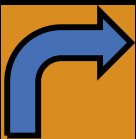
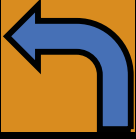


This adventure will require you to think critically in order to overcome your opponent and conquer their territory.

- 1) You will be provided with only 70 player blocks which you will use to build your safe path to the opponent's palace.
- 2) Each block has its own rules. (Check right panel)
- 3) The queen can move two blocks at ago (DOUBLE)
- 4) The king can only move one block at ago.
- 5) Each team must comprise of not less than two players, one team member controls the king while the other controls the queen.
- 6) The role of the king is to strike and conquer the opponent by successfully reaching the palace of the opponent's queen.
- 7) The role of the queen is to stop the opponent's queen from getting closer to the palace. Study the moves of the king and interrupt them.
- 8) The game ends when the opponent's king cannot move forward after being captured once.



Magic in the blocks

These blocks NEED to be in systematic order to form a path.

	Everything in life has a starting point. Use this block to indicate your starting position.
	Ends the path or program.
	Makes one step to a given direction.
	Jumps or skips your own block.
	Turns path to the right.
	Turns path to the left.
	This is a decision box (just like a roundabout with traffic lights). You check whether the opponent is headed your way and decide what to do.
	This captures one block ahead of the king path.