

King's Valley.

Objective:

The goal of the game is to move your king to the central square of the board, known as the King's Valley.

Gameplay:

Players take turns moving one piece at a time. Pieces can block the opponent's pieces from advancing, but there is no capturing or removing opponent pieces.

Board Setup:

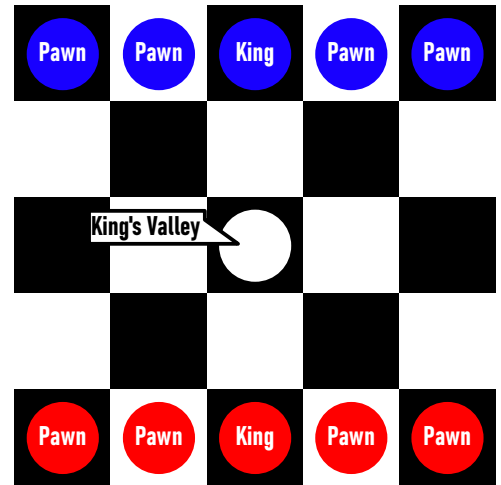
The game is played on a 5x5 grid. Each player starts with 5 pieces, one king and four pawns, with the king positioned at the center of their respective side. The game is played on a 5x5 grid.

Piece Movement:

All pieces (including the king and pawns) move orthogonally (horizontally or vertically) or diagonally. A piece must move the entire length of its movement in a straight line, meaning it continues moving until it hits either: The edge of the board, or another piece of either player, which blocks the movement. A piece may pass through the center square (King's Valley), but pawns may not occupy the center square.

Winning the game:

The first player to move their king to the King's Valley (center square) wins the game.



Beyond The Valley:

Many games have multiple ways of playing them, and King's Valley is no exception.

Retrieve The King:

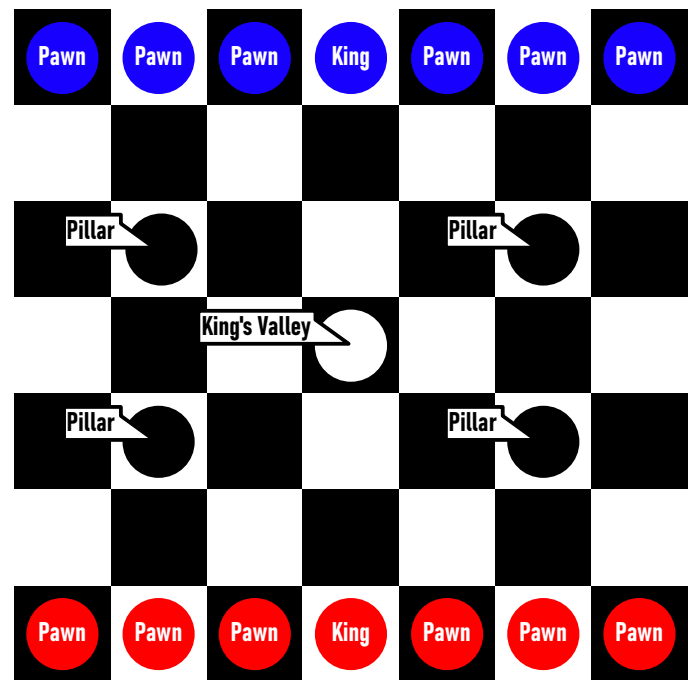
In Retrieve the King, the game is played on a 5x5 board. The only difference from the standard setup is that each king is placed on the opponent's back rank, rather than on their own.

King's Valley 7x7:

King's Valley 7x7 introduces two more pawns for each player and a trap prevention rule. A player cannot completely block all possible paths to the Valley for the opponent's King. At least one valid path (within 4 moves, considering all directions, and assuming opponent doesn't move to block) must always remain open for each player's king.

King's Valley Labyrinth:

King's Valley Labyrinth also expands the board to 7x7, but also adds four pillars that act as permanent blockers. The placement of the pillars is as follows: The pillars are located in the third and fifth rows (from the top). In these rows, the pillars are positioned in the second, and sixth columns (from the left).



King's Valley, King's Valley: Retrieve the King, and King's Valley Labyrinth are designed by Mitsuo Yamamoto and published by Logy Games. King's Valley 7x7 is a fan made variation by Benjamin Johnson.