The Game of Amazons

An Amazon is an immortal chess queen. It can’t be captured or killed. It moves like a chess queen: any number of squares forward, backwards, or diagonally, in a straight line, in any direction.

How to Set Up the Game

To the left is the official starting position for each game. Many other starting positions are possible.

Rules

- Each player may move any one of his or her three queens during his or her turn. He or she must move one queen at each move.
- After a queen makes a move, she must shoot an imaginary arrow, starting from where she landed, in any direction: forward, backwards, or diagonally, any number of squares. The arrows move like the queens. The square on which the imaginary arrow lands is marked with a round marker.
- After a square is marked, it is no longer part of the board. Queens and arrows may not move over or onto any marked squares.

Determining a Winner

- The first player who is unable to move any of his or her queens and shoot an arrow during his or her turn loses.

Produced by the Elwyn & Jennifer Berlekamp Foundation.