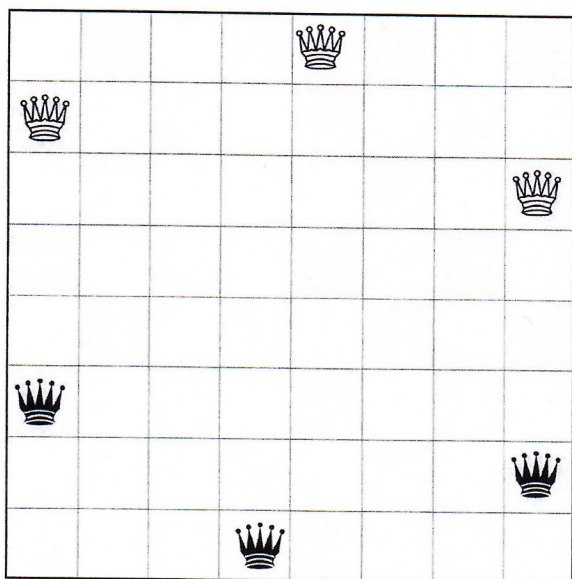
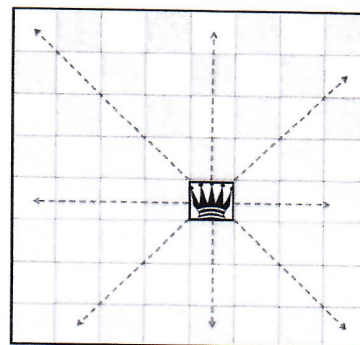


The Game of Amazons

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.



Official starting positions for white and black



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.

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