

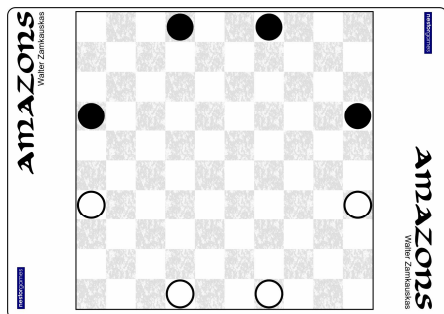
AMAZONS

A strategy board game for 2 players
by **Walter Zamkuskas**

INTRODUCTION

The **Game of the Amazons** (in Spanish, *El Juego de las Amazonas*; often called Amazons for short) is a two-player abstract strategy game invented in 1988 by Walter Zamkuskas of Argentina. It is a member of the territorial game family, a distant relative of Go and chess.

The Game of the Amazons is played on a 10x10 board. Each player (White and Black) has four *amazons*, which start on the board in the configuration shown below. A supply of 90 red counters is also included.



Game setup

HOW TO PLAY

White moves first. Players alternate moves thereafter.

Each move consists of two parts:

- **Moving** one of one's own amazons one or more empty squares in a straight line (orthogonally or diagonally), exactly as a queen moves in chess; it may not cross or enter a square occupied by an amazon of either colour or an *arrow*.
- After moving, the amazon **shoots** an arrow from its landing square to another square, using another queenlike move. This arrow may travel in any orthogonal or diagonal direction (even backwards along the same path the amazon just travelled, into or across the starting square if desired). An arrow, like an amazon, cannot cross or enter a square where another arrow has landed or an amazon of either colour stands. The square where the arrow lands is marked with a red counter and it can no longer be used.

The last player to be able to make a move wins. Draws are impossible.