

How to play Queensland:

Players: 2

Playing Time: 10 minutes

Equipment: The pieces from a checkers set or the equivalent: an 8 x 8 board and 12 pieces for each player.

To Begin: The board starts empty.

Each Turn: You will do two things. First, you may *move* one of your pieces in a straight and clear line, orthogonally or diagonally. This is similar to a Queen's move in chess, but you don't capture.

Moving is always optional. You can't make a move on your first turn, because you have no pieces on the board.

Second, you will *place* a new piece in any empty space on the board. Placing a piece is mandatory.

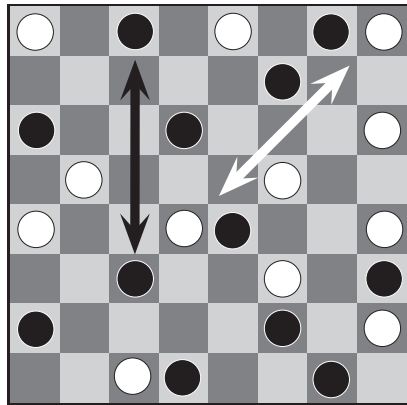
When the last piece is placed, the game is over. Take score as follows:

Scoring: For every clear path that connects two pieces of your color, you score one point for every empty space along that path. For example, the white-to-white path in this game is worth 3 points for White, and the black-to-black path is worth 4 points for Black.

Score every connection, add up your points, and the player with the most points is the winner!

You'll notice that going first in this game is a slight disadvantage, so you should keep score for at least two games.

To play with more players, reduce the starting pieces so that the total number is still 24 (or, with 5 players, 25).



Queensland was designed by James Ernest. Find this and many other fine free games at Cheapass Games: www.cheapass.com.