Game of the Amazons

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History of the game

The Game of the Amazons was invented in 1988 by Walter Zamkauskas of Argentina. El Juego de las Amazonas (The Game of the Amazons) is a trademark of Ediciones de Mente.

Rules

The game is played on a 8x8 board. There are two players, White and Brown. Each player has four amazons, shown in the initial position.

White moves first, after which players alternate moves. Each move consists of two parts:

▶ Moving a friendly amazon as a queen moves in chess: it may not cross over or land on an occupied square or a 'block'. Blocks result from the second part:

▶ Once arrived on the target square, the amazon fires an 'arrow' that, again, flies like a queen in chess and under the very same conditions: it may not cross over or land on an occupied square or a 'block'. However, on the square where it lands, which is the moving player's call, a new block emerges.

▶ Both parts are compulsory.

The last player to be able to make a move wins.

Begining of our game

In our game player is able to choose one of two modes: local or online. In local mode two players can play against each other on one computer. In online mode two players can play against each other on different computers that are connected using bridge connection.
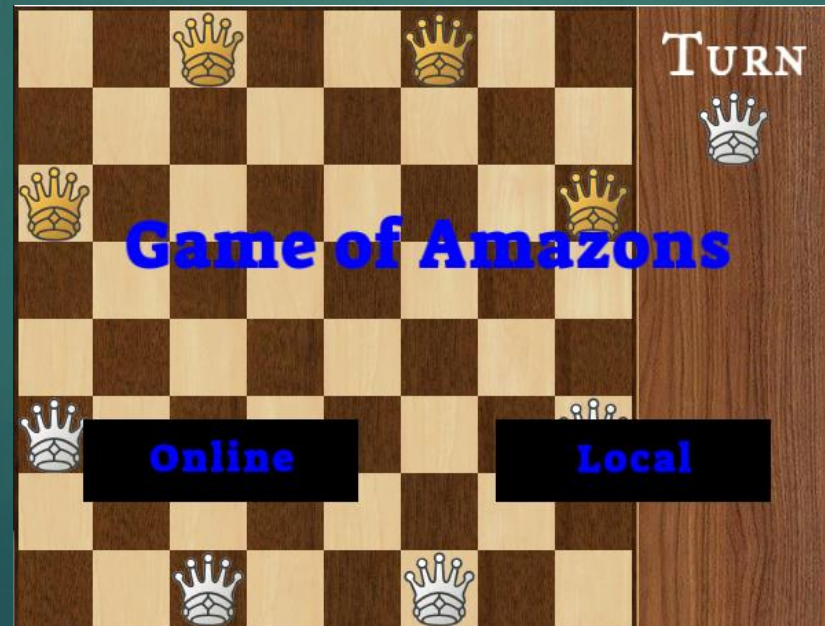
Local mode

If player chooses local mode the game will allow player and his local opponent to play against each other on one computer.

Turns in local mode

Turns consist of three stages:
- ▶ Selection of figure
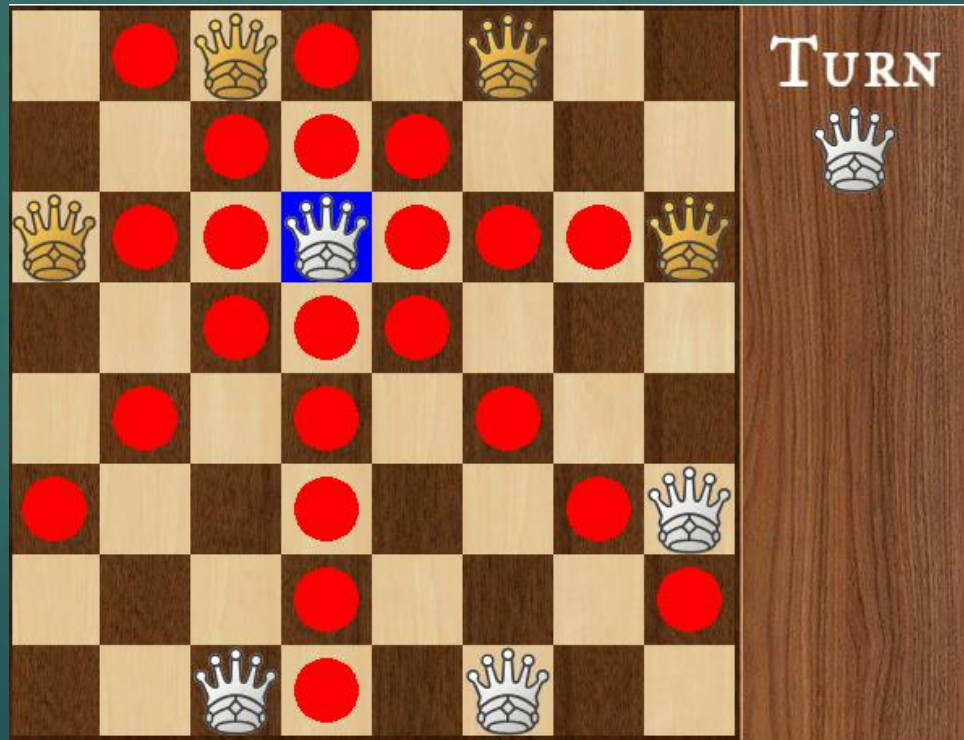- ▶ Moving the figure
- ▶ Blocking one of the fields

Selection of figure

When player selects one of his/hers figures game shows him/her possible positions that figure can be moved to.
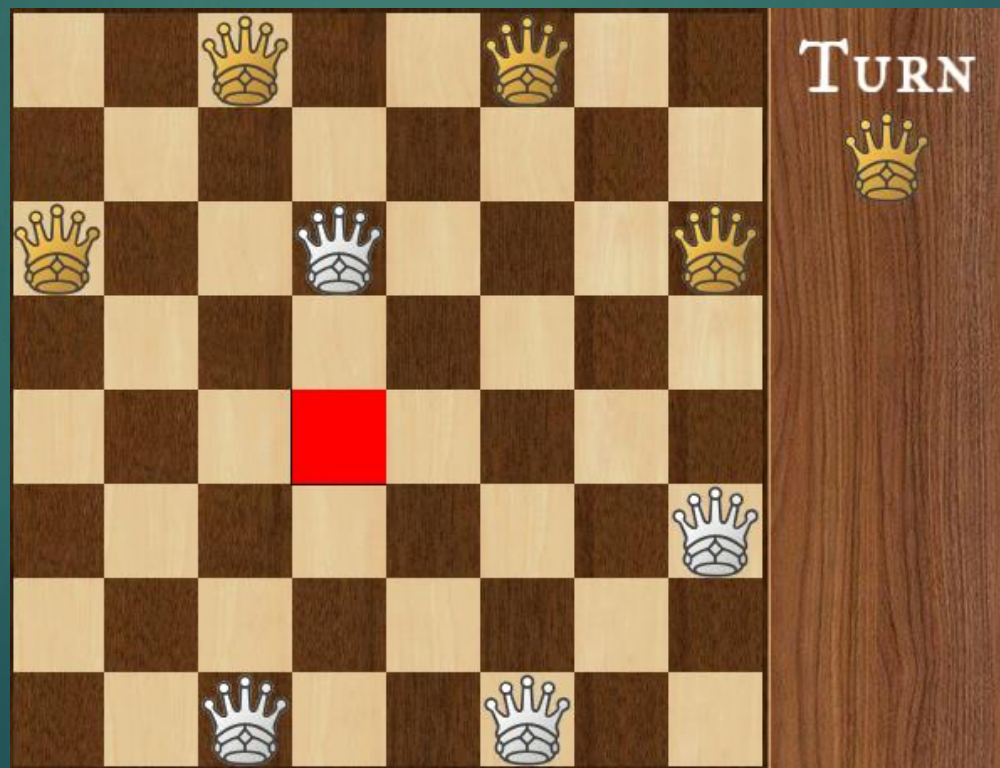
Moving the figure

When player clicks the possible position the figure is moved to new location and game shows him/her fileds that can be blocked.
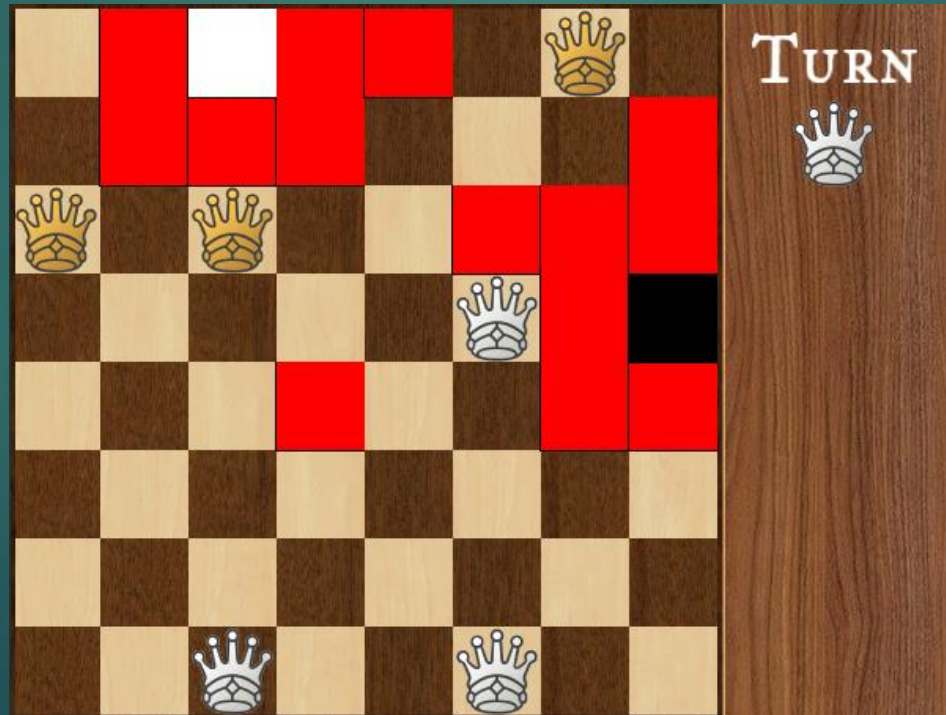
Blocking one of the fields

When player selects one of the fields that can be blocked selected field becomes blocked and its colour turns to red.

Blocked figures

If brown figure is stuck and can't move at any direction it becomes blocked and it's colour turns to black. In case of white figure it's colour still remains white.

Game over and new game

When all of the first player's figures are blocked second player wins.
The game will show text that informs players which player is a winner.
Also there will appear button that allows player to start a new game.

Online mode

The biggest differences between local and online modes are:

- ▶ That it allows players to play on different computers
- ▶ Uses server that synchronize game progress between two game clients

Begining of online mode

At the begining when player clicks button to select online mode game client connects to server and receives information that sets player's colour. Brown player will see text that informs about oponent's turn.

Turns in online mode

Turns consist of five stages(three visible for player):

▶ Receiving information about opponent's moves and blocks

▶ Selection of figure(visible)

▶ Moving the figure(visible)

▶ Blocking one of the fields(visible)

▶ Sending information about moves and blocks that were made

During opponent's turn player's window will be blocked and player will see text that informs him/her about oponent's turn that was shown in previous slide.

Player disconnected

If one of the players will disconnect during the game, second one will receive the following message:

That's all Folks!