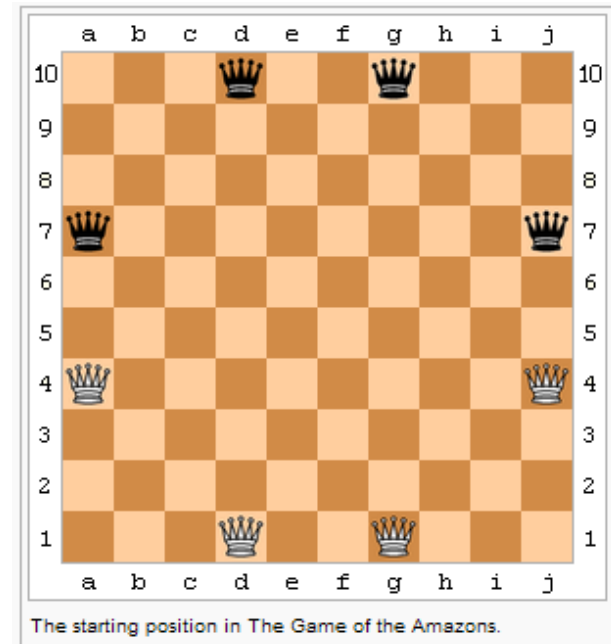# Amazons, Penguins, and Amazon Penguins
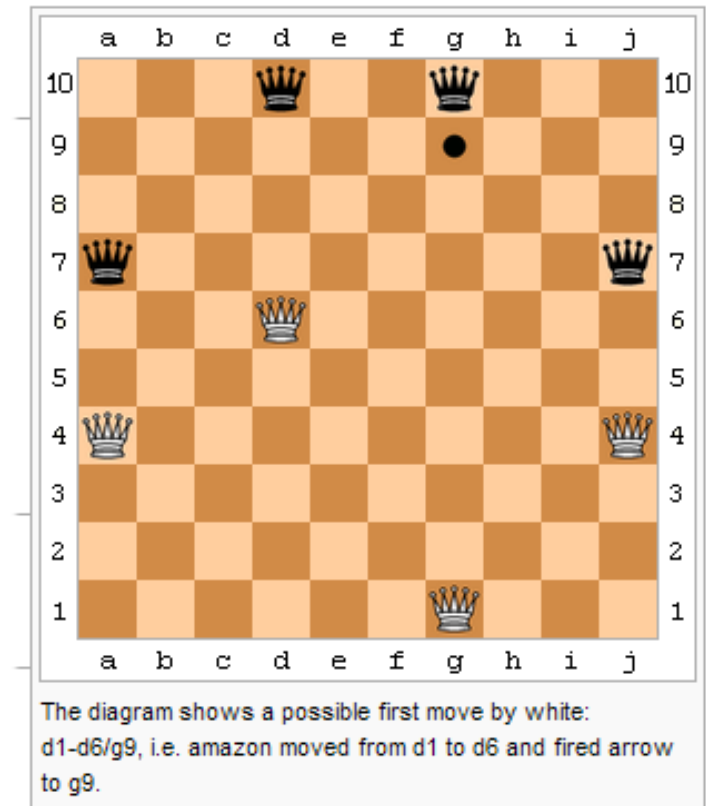
Todd W. Neller

Amazons

- Object: To be the last player with a legal move.
- Board: square grid (10x10 standard, but smaller works)
- Pieces:
  - 4 Amazons each in light/dark colors (e.g. Chess pawns)
  - Markers to mark "arrows" on grid (e.g. Poker chips)
- Initial setup: (see figure)
- The light color plays first.

The starting position in The Game of the Amazons.

Source: Wikipedia
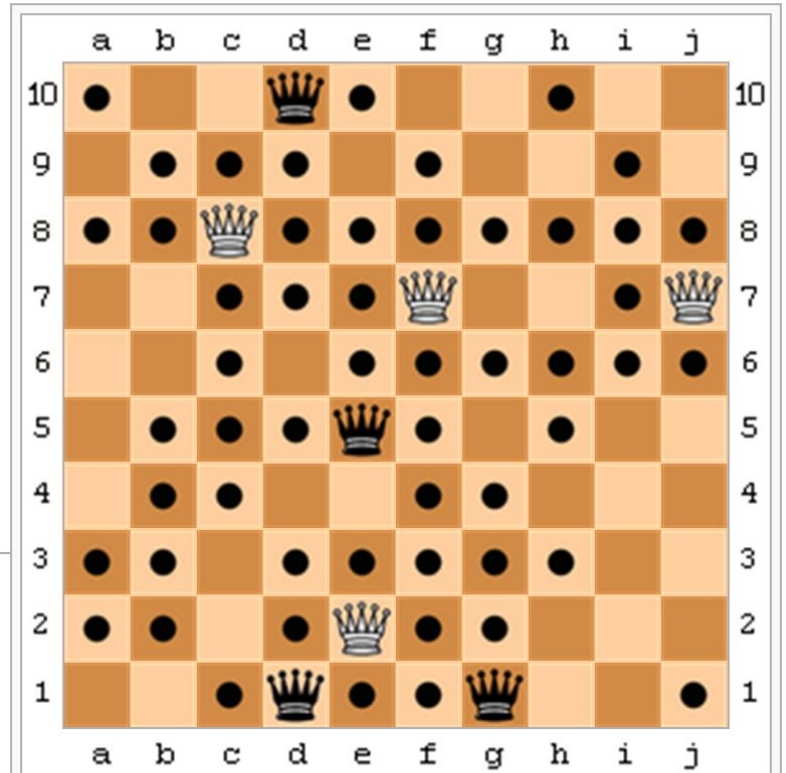
Amazons: Move

- A move consists of two parts:
  - An **Amazon** of one's color makes a non-capturing queen move.
  - The moved Amazon then shoots an **arrow** a non-capturing queen move away from the Amazon's new space.
- Amazons and arrows block spaces. Amazons do not capture. Pieces may not move on or beyond blocked spaces.

The diagram shows a possible first move by white: d1-d6/g9, i.e. amazon moved from d1 to d6 and fired arrow to g9.

Source: Wikipedia

Amazons: Game End

- Play sometimes ends by mutual consent when all Amazons are separated and the number of remaining legal moves is easily counted.

A completed Amazons game. White has just moved f1-e2/f1. White now has 8 moves left, while Black has 31.

Penguins
(Pingvinas, Hey! That's My Fish!)

- Object: To collect the most fish.
- Board: hex grid (60 hex tiles: 10 x 3-fish, 20 x 2-fish, 30 x 1-fish)
- Pieces: 4 penguins each in 4 colors
  - 2 players: 4 penguins ea.
  - 3 players: 3 penguins ea.
  - 4 players: 2 penguins ea.
- Initial setup: Take turns
  - laying tiles
  - placing pieces

Photo credit: David Morris

Penguins: Move

- A move consists of two parts:
  - A penguin of one's color makes a move in any grid direction.
  - The player claims (removes) the tile the moved penguin moved *from.*
- Penguins and removed tiles block spaces. Penguins do not capture. Pieces may not move on or beyond blocked spaces.

Photo credit: Ralf Christian

Penguins: Game End

- Play ends when neither player can move, and sometimes ends by mutual consent when all penguins are separated.

- Players then claim remaining fish as possible, including fish underneath penguins.

- Highest total fish wins.

Photo credit: George Angear

Mr. Pauper's Penguins

- Set up board with Poker chips:
  - 30 white (1 fish)
  - 20 red (2 fish)
  - 10 blue (3 fish)
- Use pawns, cheap figurines, battle miniatures, etc. for penguins
- Experiment with unique layouts, house rules; enjoy and innovate!

Amazon Penguins

- My core idea: Penguins objective with Amazon moves
- Board: 8x8 square grid (e.g. Chess board); also hex grid variation
- Pieces:
  - 4 Amazon Penguins each in light/dark colors (e.g. Chess pawns)
  - 64 poker "fish" chips: 32 x white (1 fish), 21 x red (2 fish), and 11 x green (3 fish)
- Initial setup: Take turns
  - laying fish chips ("fishin' chips"?)
 - placing Amazon Penguins
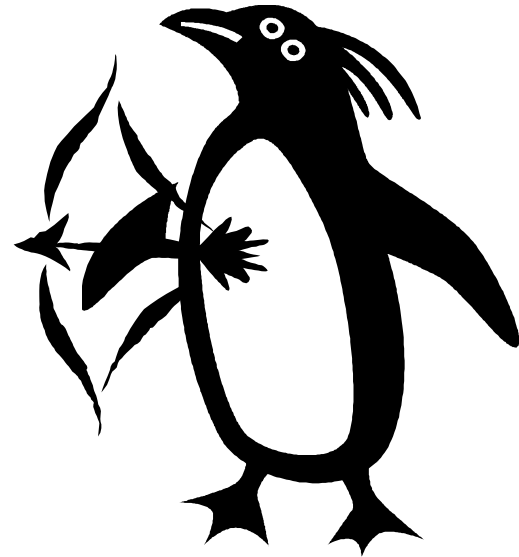
Amazon Penguins: Move

- A move consists of two parts:
  - An Amazon Penguin of one's color makes a non-capturing queen move.
  - The moved Amazon Penguin then spear-fishes (removes/claims) a fishin' chip a non-capturing queen move away from the Amazon penguin's new space.
- Amazons Penguins and missing chips block spaces. Amazons Penguins do not capture, and may not move/shoot on or beyond blocked spaces.

Amazon Penguins: Game End

- Play ends when neither player can move, and sometimes ends by mutual consent when all Amazon Penguins are separated.

- Players then claim remaining fish as possible, including fish underneath Amazon Penguins.

- Highest total fish wins.
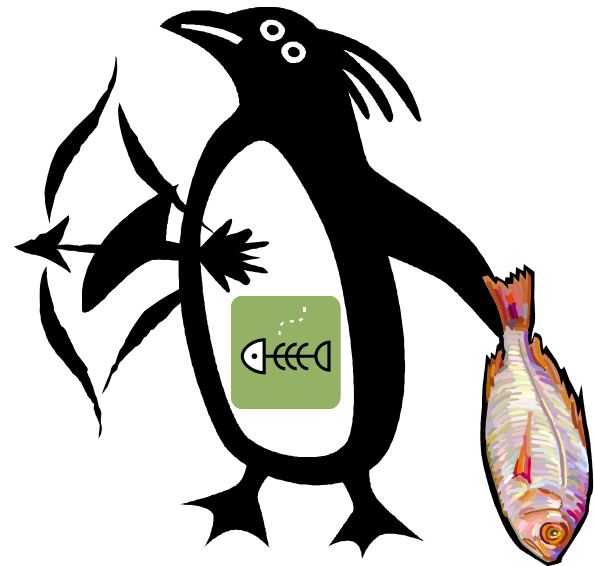
Paper Pen-guins

- My core idea: Pen and paper penguins on a square grid.
- Board: 8x8 square grid filled with random point distribution of 32 ones, 21 twos, and 11 threes. (May be generalized to other sizes with proportions 3:2:1.)
- Pen(s)/pencil(s), ideally contrasting color pens.
- The first and second player mark square and circle pieces, respectively.

	a	b	c	d	e	f	g	h	
8	2	3	2	3	2	2	3	1	8
7	1	1	3	2	1	3	1	2	7
6	2	1	1	1	1	2	2	2	6
5	1	1	1	1	1	2	1	3	5
4	1	1	1	1	1	2	1	1	4
3	1	2	3	2	3	1	3	2	3
2	2	2	2	1	2	1	1	1	2
1	3	2	2	1	1	1	1	3	1
	a	b	c	d	e	f	g	h	

🟦 0   🔴 0   🟦 to play

Paper Pen-guins: Initial Placements

- Players take turns "placing" pieces by scoring point numbers and circumscribing them with player shapes, 4 per player.

Paper Pen-guins: Move

- Following placements, players take turns making queenlike "moves". The source position is blocked with an "X" drawn corner to corner. The destination position score number is scored and circumscribed with the player's shape.
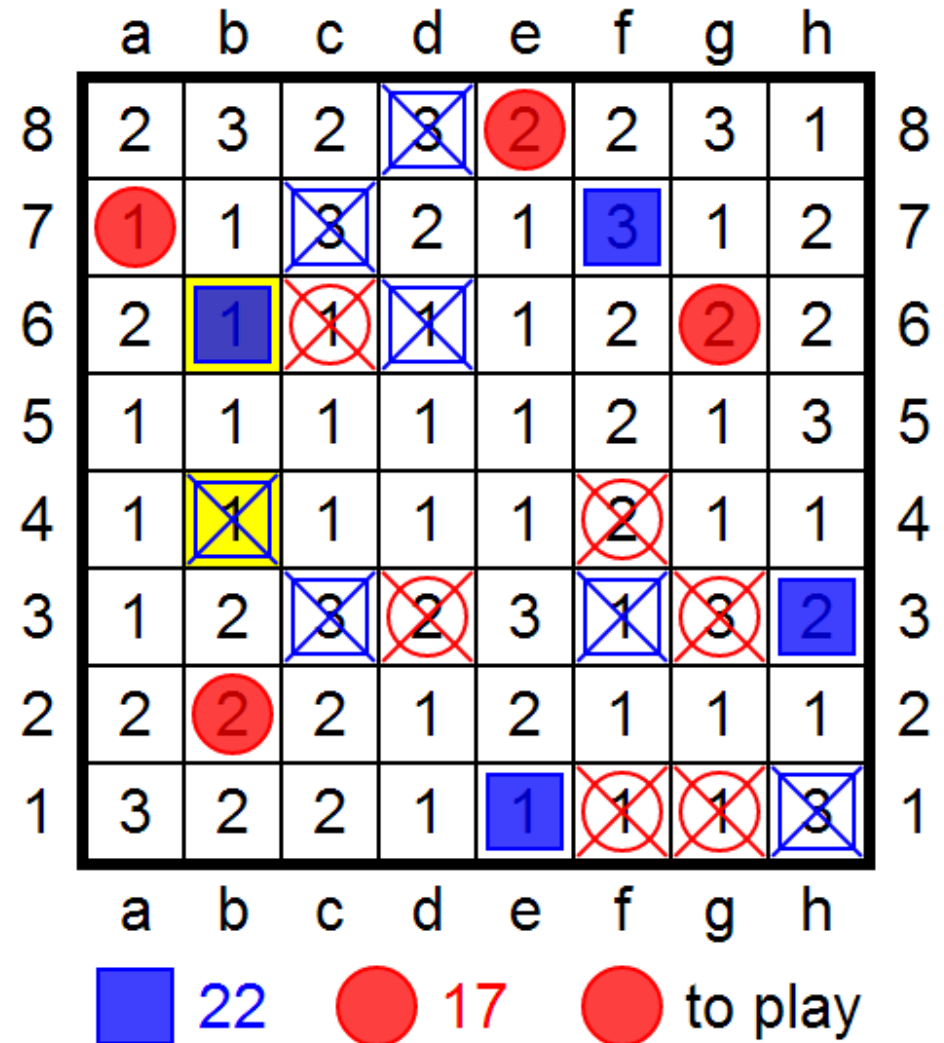
Paper Pen-guins: Game End

- Play ends when neither player can move, and sometimes ends by mutual consent when end play is agreed upon.
- Players then claim remaining points as possible.
- Highest score wins.

References

- Amazons:
  - http://en.wikipedia.org/wiki/Game_of_the_Amazons
  - http://www.boardgamegeek.com/boardgame/2125
- Penguins:
  - http://www.boardgamegeek.com/boardgame/8203
- Paper Pen-guins:
  - http://cs.gettysburg.edu/~tneller/games/paperpenguins