

How to play Queensland

Players: 2 or more

Playing Time: 10 minutes

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

Setup: 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 pieces don't capture.

Moving is always optional. In fact, 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.

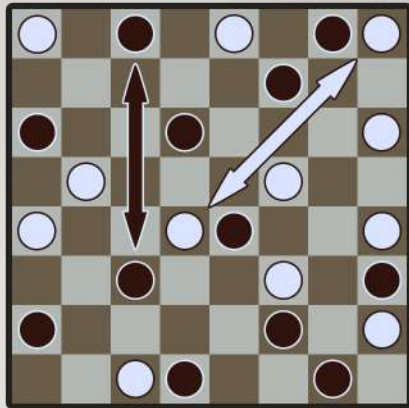
When the last piece is placed, the game is over. Score as follows:

Scoring: For every *clear path* that connects two pieces of your color, score one point for every empty space along that path. For example, the white-to-white path in this example 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 second gives a slight advantage, so you should keep score for at least two games.

To play with up to 6 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.