

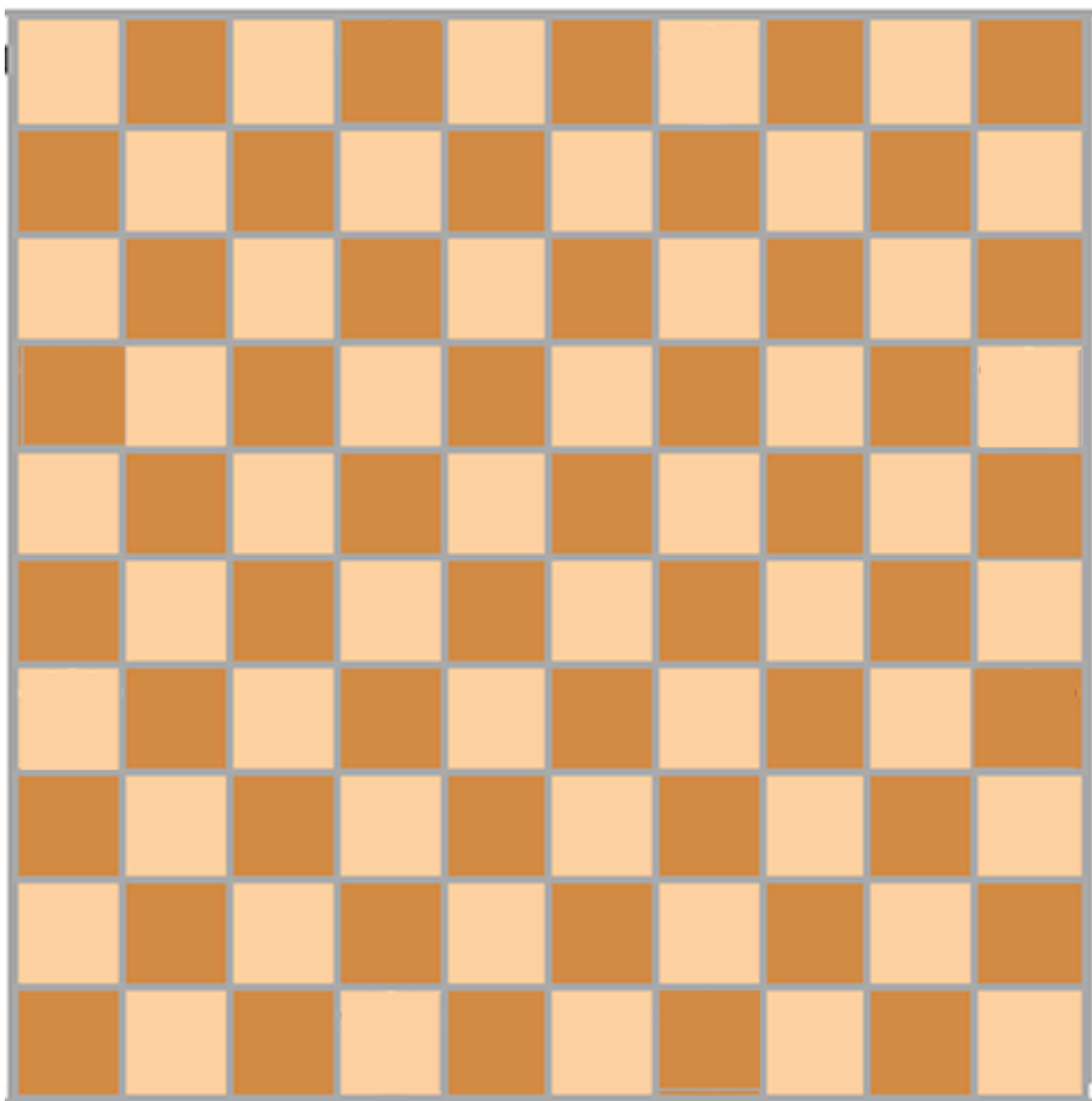
Amazons

Directions are easy enough.

Each player has four Amazons. Each Amazon can move just like a queen in chess – that is, it can move in a straight line forwards or backwards, right or left, up or down, or in a diagonal line. It cannot land on a square with another Amazon or an arrow and it cannot pass through another Amazon or an arrow. Start at each corner and count three spaces in both directions. That is the starting place for each Amazon.

Once you make your move, Your Amazon gets to shoot an arrow. This arrow moves just like the Amazon. The difference is that where the arrow lands can never be used again.

Use rocks supplied by Lord Alford as Amazon pieces. Use a pen to mark out spots made by an arrow. Use a new board with each new game.



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