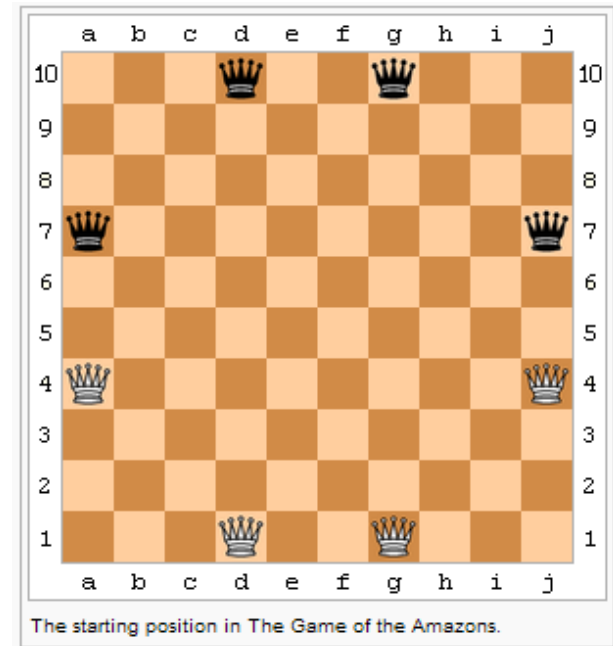# Amazons, Penguins, and Amazon Penguins
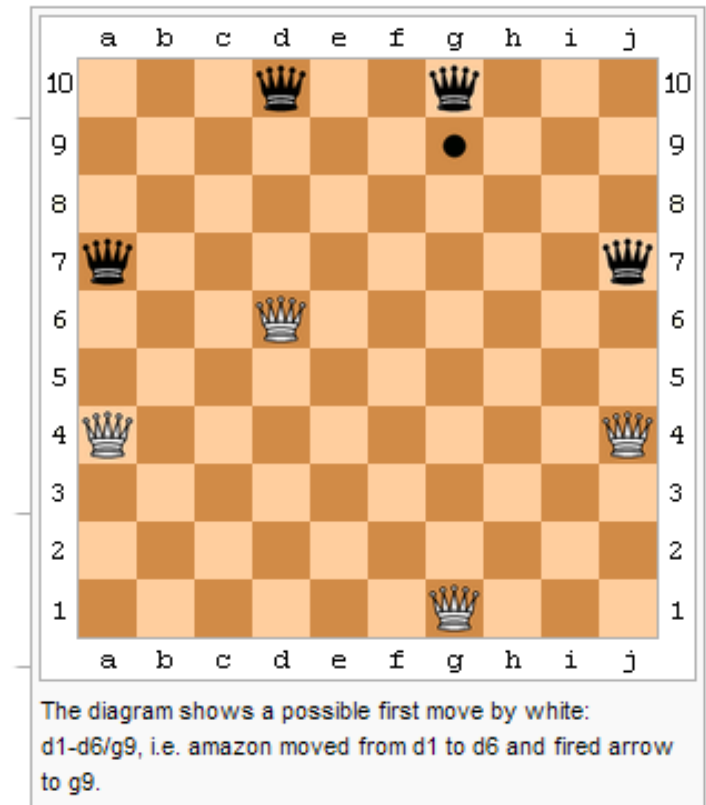
Todd W. Neller

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 30.
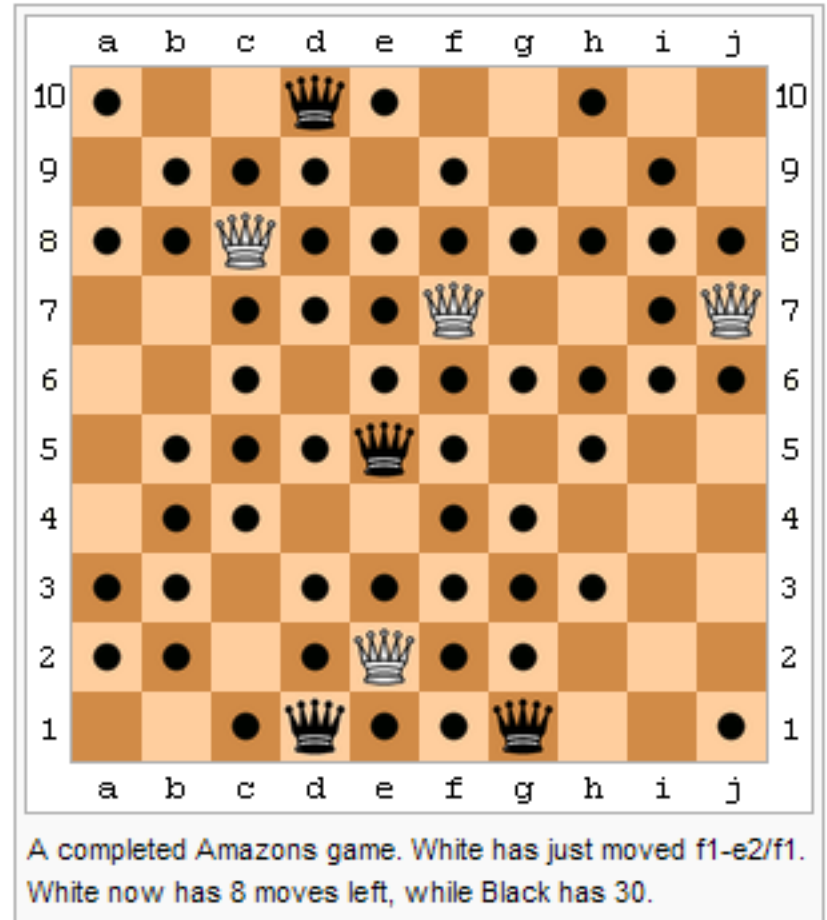
Penguins
(Pingvinas, Hey! That's My Fish!)

- 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.

Penguins: Game End

- Play 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"?)
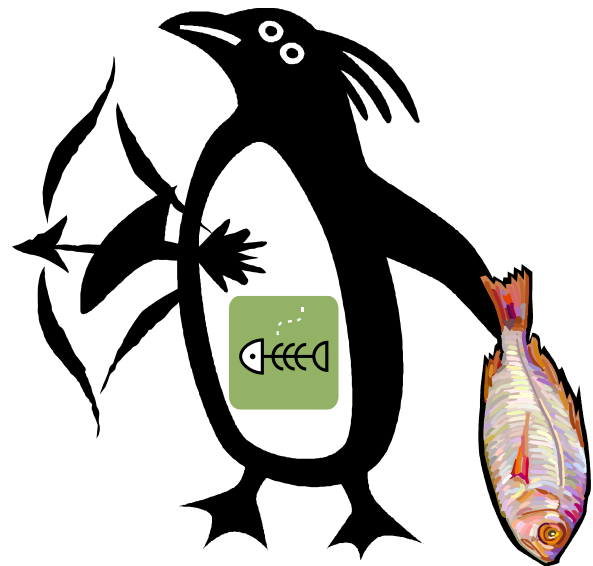 - placing Amazon Penguins
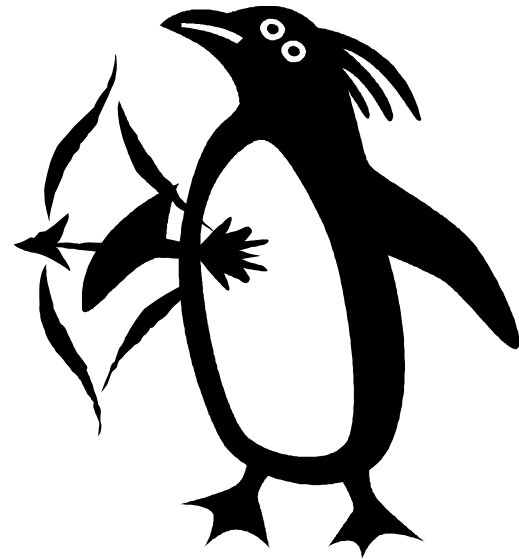
Amazon Penguins: Move

- 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 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.

References

- Amazons:
  - http://en.wikipedia.org/wiki/Game_of_the_Amazons
  - http://www.boardgamegeek.com/boardgame/2125
- Penguins:
  - http://www.boardgamegeek.com/boardgame/8203