## How to play <br> Players: 2 or more <br> Playing Time: 10 minutes <br> Equipment: The pieces from a checkers set or equivalent: an $8 \times 8$ board and 12 pieces for each player. <br> Setup: The board starts empty. <br> 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. <br> Moving is always optional. In fact, you can't make a move on your first turn, because you have no pieces on the board. <br> Second, you will place a new piece in any empty space on the board. Placing a piece is mandatory. <br> 

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).

[^0]
[^0]:    Queensland was designed by James Ernest. Find this and many other fine free games at Cheapass Games: www.cheapass.com.

