Instruction Manual

All Queens Chess

Ignite Your Mind!

AGES 8 to adult
2 players
Objective:
Be the first to get four of your Queens in a straight line, horizontally, vertically or diagonally.

Setup:
• One player controls the 6 Red Queens and the other player controls the 6 Black Queens.
• To set up the board, place the Red Queens on the black squares and the Black Queens on the red squares.

How to Play:
• Players alternate turns—decide which player will move first.
• The first player to get 4 Queens in a straight line in any direction—WINS!

Moves Allowed/Not Allowed:
• Queens can move any number of spaces as long as they are in a straight line and no other Queens are in the way.
• Queens cannot jump over one another.
• A Queen cannot push another Queen off an occupied space.
• Once the game begins, the spaces covered by Crowns are considered normal spaces and can be used by any player on any legal move.

About the Inventor:
The gameplay for All Queens Chess™ was invented by Rudell Design LLC, a product development company that also invented Upwords®, Word Rummy™ and numerous other games, as well as toys such as Geo Trax®, Monster Rocket™ and Splash Out™. Elliot Rudell heads up the organization.

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