

Queens and Guards Classroom Guide

Goal: To get Queen in the center (the Throne) and 6 Guards in the surrounding spaces.

Start: One player holds 2 Queens in 2 hands. Second player chooses which color will be first. Second player then picks one hand of first player. If he picks starting color, he goes first; otherwise, the other player goes first.

Setup: Place Queens in starting spaces at the edges of the board. Place Guards all around board on spaces with the same shape as the Queen is sitting on.

Movement:

- The game board is arranged into "bands". Think of the board as a hill with its top at the center of the board. Each band is higher up the hill as you go from the outer band to the inner band.
- Only the Queen may occupy the starting space or the Throne (center space).
- Queens and Guards move one space to an adjacent hexagon in the same band or in the next inner band.
- Player may not move pieces away from the center to next outer band unless they are trapped.

Trapping:

- A piece is trapped when it is between 2 opposing pieces in a straight line.
- A trap may be in any direction.
- Queens or Guards may trap.

Moving from a Trap:

- Player **MUST** move out of a trap on their turn if possible.
- A trapped Queen must be moved back to the starting space.
- A trapped Guard must be moved to the next outer band.
- If the Queen and a Guard are both trapped, player must move the Queen first.
- If two Guards are trapped, player may choose which to move first.
- If a trap is blocked (there is no way to move out), the trapped player may move another piece.

Moving into a Trap

- A piece may move into a trap accidentally or because there is no better option when moving out of another trap.
- If a player moves a piece into a trap, the opponent may pick up the piece and place it anywhere on the outermost band.
- Opponent then gets to take their regular turn.

End of Game: When one player has their Queen in the Throne and their 6 Guards in the surrounding spaces.