



Instruction Manual

ALL QUEENS™

C H E S S



Ignite Your Mind!®

AGES
8 to adult

2 players

ALL QUEENS[™]

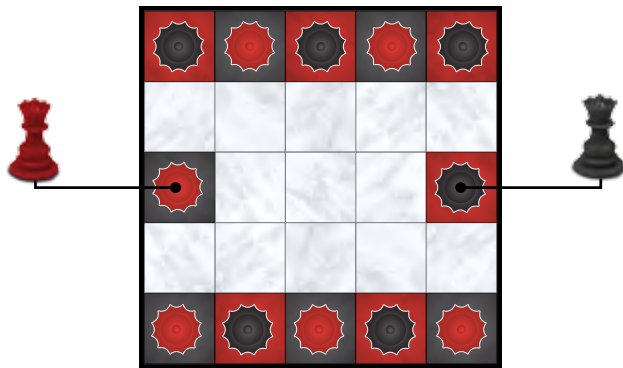
C H E S S

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.

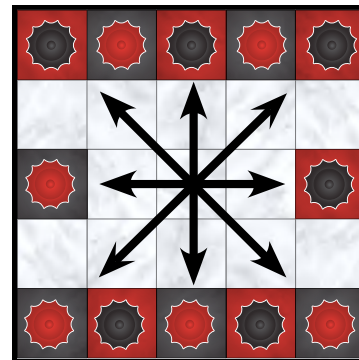


How to Play:

- 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.



On a turn, a player can move one Queen in any direction horizontally, vertically or diagonally.

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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