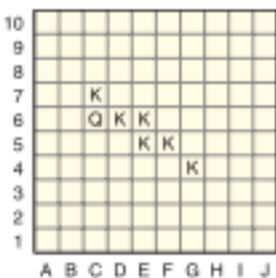


Each square is named by a letter-number coordinate pair such as B-3.

Each piece and each square has a value.

- ◆ A queen is worth 5 points; each knight is worth 1 point.
- ◆ The value of a square is equal to the sum of the values of the piece on the square itself and the pieces on the 8 surrounding squares, including squares on a diagonal.



**Searching for the opponent's queen** Once players have recorded the location of their pieces on their Grid 1 sheets, they take turns searching for the other player's queen. They use Grid 2 to record the results of their search. The object is to develop a search strategy that will locate the queen in as few turns as possible.

1. At the start of the game: Player A names a square on Player B's Grid 1.
  - ◆ If Player B's queen is on that square, Player A wins the game.
  - ◆ If Player B's queen is not on that square, Player B tells the value of the square. Player A then records the value of the square on his or her Grid 2.
2. Players A and B reverse roles. Play proceeds as above.
3. Play continues until one player figures out where the other player's queen is located.

Examples of square values for the grid above:

G-4 is worth 2:  
 $1 + 1 = 2$

E-6 is worth 4:  
 $1 + 1 + 1 + 1 = 4$

C-7 is worth 7:  
 $1 + 5 + 1 = 7$

B-6 is worth 6:  
 $5 + 1 = 6$

A-6 is worth 0

**Example**

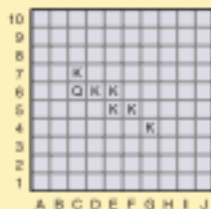
Suppose Player B has arranged the pieces as shown.

**Player A:** "I guess E-6."

**Player B:** "You didn't find the queen, but square E-6 is worth 4 points."

Player A writes 4 in square E-6 on his or her Grid 2.

**Player B: Grid 1**



**Player A: Grid 2**

