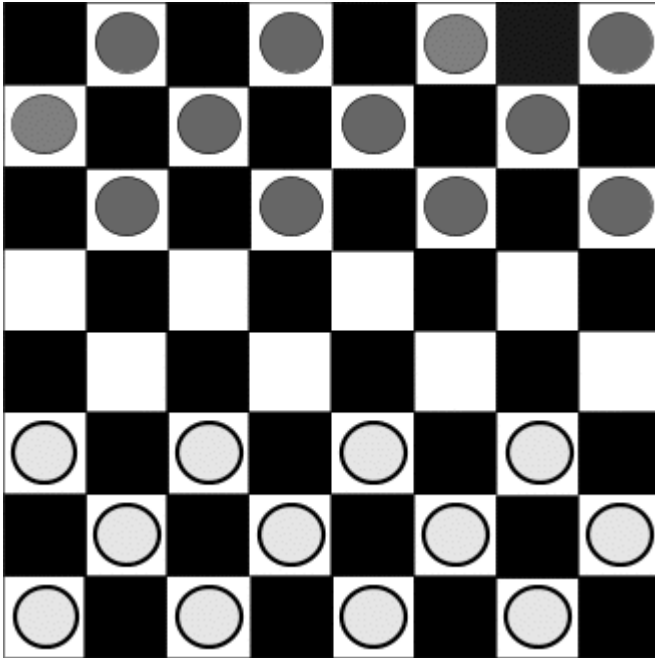


CHECKERS

*OBJECTIVE:

To block your opponents pieces from moving, or jumping and remove them all from the board.

*Play Instructions:



1) SET UP. To begin, line up the blue and yellow pieces as shown in the illustration. Each player should place 12 pieces on alternating white squares, first three rows on board.

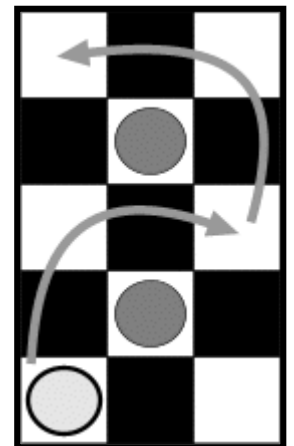
2) BLUE GOES FIRST. The player with the blue pieces gets to go first. The players rotate turns, and are only allowed one move per turn. If a player can move they must.

3) MOVING. A playing piece can move to any open white square. A player can only move their piece diagonally on the white squares, never vertically, or horizontally.

4) JUMPS. A player can take an opponents piece, or king, off the board by jumping over it diagonally into an empty white square. You must jump if you can. Players are also allowed to make multiple jumps, with one piece only. The jumping piece can change directions, in a multiple jump, first jumping in one direction and then another direction. See illustration. You are, however, not allowed to jump your own piece.

5) KING ME!! When a player's piece reaches the other side of the board, the last row, the piece becomes a king. Place a "K" magnet card on top. A King can move diagonally backward and forwards, regular pieces can not.

6) WINNING. Last player with pieces on the board, or a move to make wins!!



VARIATION To make easier: Don't use "back row" of 4 pieces.