CHECKERS

GAME INSTRUCTIONS

Capture all of your opponents pieces to win the game!

ITEMS NEEDED

- Two Players
- One checker board
- 12 pieces for each player

SET-UP

- Each player places their pieces on the 12 dark squares in the first three rows closest to him or her.
- Each of these three rows should have a total of 4 checkers.
- The row closest to each player is called the "King Row".

RULES

- The opponent with the darker pieces moves first.
- Pieces may only move one diagonal space forward (towards their opponents pieces) in the beginning of the game.
- Pieces must stay on the dark squares.
- To capture an opposing piece, "jump" over it by moving two diagonal spaces in the direction of the the opposing piece.
- A piece may jump forward over an opponent's pieces in multiple parts of the board to capture them.
- Keep in mind, the space on the other side of your opponent’s piece must be empty for you to capture it.
- If your piece reaches the last row on your opponent's side, you may re-take one of your captured pieces and "crown" the piece that made it to the Kings Row. Thereby making it a "King Piece."
- King pieces may still only move one space at a time during a non-capturing move. However, when capturing an opponent's piece(s) it may move diagonally forward or backwards.
- There is no limit to how many king pieces a player may have.

The game is won when all of your opponent's pieces are captured.