

MINI MAGNETICS

CHECKERS

AGES: 6+

PLAYERS: 2

EQUIPMENT: 12 red & 12 black pieces, game board

OBJECT: Capture all of your opponent's tokens.

SETUP: Place the game board so that there is a black square to the left of each player. Using the black and red tokens, each player places four tokens on the first three rows nearest him on black squares. i.e. 12 tokens per player. Black always starts and play is only on the black squares.

GAME PLAY: A token moves diagonally one square at a time, forward not backward. If a token reaches your opponent's side, it becomes a king (stack two playing pieces to indicate a king) and can now move diagonally in any direction. A token may also "jump" over another token if there is a vacant square beyond and if the other token belongs to the opponent. The jumped token is removed from the board (captured). If a player fails to capture an opponent's token, the opponent's token is a forfeiting token. This does not count as his move.

WINNER: Play continues until one player wins by capturing all of his opponent's tokens, or a draw is declared.



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