

FAMILY GAME CLASSICS

# CHECKERS

## INSTRUCTIONS

**AGES:** 6+  
**PLAYERS:** 2

**EQUIPMENT:** 12 white & 12 black wooden pieces, game board

**OBJECT:** Capture all you opponent's tokens.

**SET-UP:** Place the game board so that there is a dark square to the left of each player. Using the black and white tokens, each player places four tokens on the first three rows or dark squares i.e. 12 tokens per player. Black always starts, and play is only on the white squares.

**GAME PLAY:** A token moves diagonally one square at a time, forward—not backward. If a token reaches the far side of the board it becomes a king (stack two playing pieces to indicate a king) and can now move diagonally in any direction. A token may also “leap-frog” 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 may, on his next turn, remove the offending 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.

