

# CHECKERS

“the game of games”



**WARNING**  
**CHOKING HAZARD**  
Small parts.  
Not for Children  
under 3 years of age.

## PLAYING INSTRUCTIONS

**Preliminaries:** The board is set up with 12 black and 12 red checkers. The pieces are placed so that the lower left hand square of the board is a black square (see diagram).

**Order of Play:** The first move is made by the black piece. The players toss a coin to determine who gets the black pieces. The players then alternate turns in moving the pieces.

**The Play:** In order to win, you must block your opponent's forces so they cannot move, or you must capture all of them. The player making the last move wins.

**Movement of the Men:** At the start of the game, all pieces are single men who move or jump diagonally forward only, always staying on the black squares. Men may not move over or cross a white square. On reaching your opponent's king row (the last row on the opposite side) the checker is "crowned" by placing another checker on top of it, making it a "king." This completes a move, making it your opponent's turn. If there is another piece to be captured on the king's row, you must wait until your next turn. The king has an advantage since it may move and jump both forward and backward on the board.

**Jumping:** A man must "jump" an opponent's man in the next square if the square beyond is vacant. Jumping a man "captures" the man and it is removed from the board. You may not jump your own men. You may jump only one man per turn unless the jump places you in a position for another jump or series of jumps.

**Touch and Move:** After the start of a game, a player must move a man if he touches it, unless he makes it known in advance that he is arranging a piece.

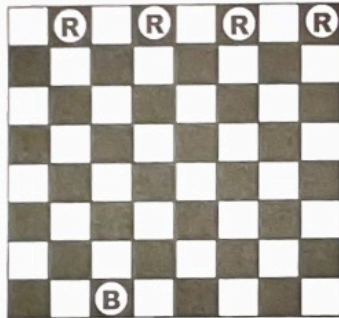
**Time Limit:** There is no time limit except in tournament play, where the official limit is five minutes per move. If the player whose turn it is has not moved within one minute after the five minute allowance, he automatically forfeits the game.

## Playing Tic Tac Toe:

Players take turns placing red and black checkers on the board. The object is to get three of one color in a row, either horizontally, vertically, or diagonally, winning the game.

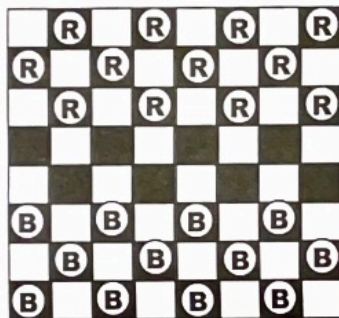


# Other Checker Games



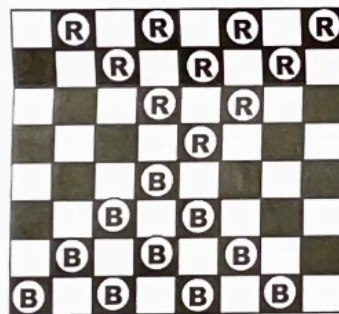
## Fox and Geese:

Place four red pieces (the geese) on the black squares on one king row and one black piece on any square in the other king row (see diagram). Either side may move first. The geese try to surround the fox, so that he cannot move. The fox tries to break through the geese and move to the opposite king row. The geese may only move forward, but the fox may move both forward and backward. Neither the fox nor the geese may jump. The game ends when either the fox reaches the opposite king row or when the geese corner the fox and he cannot move.



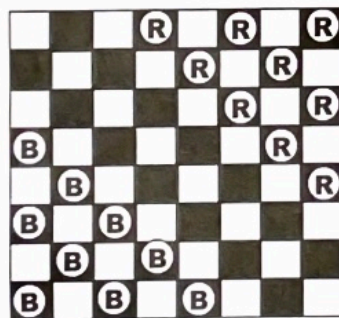
## Give Away:

Place men in the standard checker positions and use standard rules. There are two exceptions. The object of this game is to force your opponent to jump your men. Each player must jump when he can and make all jumps possible in a series. The first player to lose all his pieces wins.



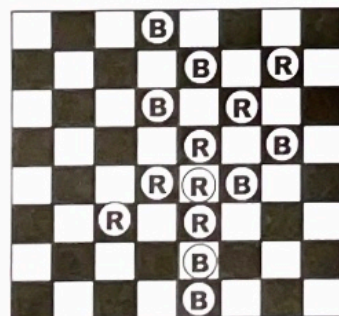
## Shifting Pyramids:

Form two pyramids on the board, one with red checkers and one with black checkers (see diagram). Only black squares are used for this game. Players move their men forward by single spaces or by jumping their own or their opponent's men. Jumping may be in a series where possible. Men that are jumped are not removed from the board. The first player to reform his pyramid on the opposite side of the board wins.



## Corner Checkers:

Place nine checkers of each color on the board as shown (see diagram). Follow standard checker rules except for these two exceptions: men may move and jump sideways, and a king may only be crowned in the opposite corner square. The object of the game is to eliminate all of the opponent's men.



## Goban:

The players take turns placing their men on either white or black squares anywhere on the board. The first to place five men in a row either horizontally, vertically, or diagonally, wins.

