

Giant Chinese Checkers

Group Size: Can be played by 2, 3, 4 or 6 players.

Set Up/Instructions

The board is in the shape of a 6-pointed star. Each point of the star is a triangle consisting of 10 holes (four holes to each side). The interior of the board is a hexagon with each side five holes long. Each triangle is a different color and there are six sets of 10 pegs with corresponding colors.

For the 6-player game, all pegs and triangles are used. If there are four players, play starts in two pairs of opposing triangles; and a 2-player game should also be played from opposing triangles. In a 3-player game the pegs will start in three triangles equidistant from each other.

Each player chooses a color and the 10 pegs of that color are placed in the appropriately-colored triangle.

The objective is to be the first to player to move all 10 pegs across the board and into the opposite triangle.

The Games/Activities

Activity #1: Basic Game

Objective: To be the first to player to move all 10 pegs across the board and into the opposite triangle.

Set Up: A toss of a coin decides who starts the game.

How to Play:

Players take turns moving a single peg of their own color. In one turn, a peg may either be moved into an adjacent hole OR it may make one or more hops over other pegs.

When a hopping move is made, each hop must be over an adjacent peg and into the vacant hole directly beyond it. Each hop may be over any colored peg including the player's own peg and can proceed in any one of the six directions.

After each hop, the player may either finish or continue by hopping over another peg, if possible. Occasionally, a player will be able to move a peg all the way from the starting triangle across the board and into the opposite triangle in one turn!

Pegs are never removed from the board. It is permitted to move a peg into any hole on the board, including holes in triangles belonging to other players, even triangles not presently in use. However, once a peg has reached the opposite triangle, it may not be moved out of

the triangle, only within the triangle. The first player to occupy all 10 destination holes is the winner.

Activity #2: Team Giant Chinese Checkers

Objective: To move quickly while playing the game as part of a team.

Set Up: Each team stands behind their color triangle.

How to Play:

After each turn, the player runs around the playing area back to the end of their team's line. The next partner steps up to the game and plays their turn.

All other rules apply as instructed in Activity #1.

This can be played as individuals with the players running around the game board and back to their place to play their own next move.

Activity #3: Relay Team Giant Chinese Checkers

Objective: To use various locomotor movements while competing against other teams; or to work towards a time goal to break your own team's record.

Set Up: Each team stands 15' to 20' behind their color triangle.

How to Play:

When it is their turn, a member of the team jogs, walks, skips or hops up to the board to play their turn.

They then return to their team, giving a high five to the next in line.

The next player does a different locomotor skill up to the board, observes the board until it is their turn, takes their turn and then returns to their team to high five the next teammate.

All other rules apply.