

# Kings & Flying Kings

## Instructions

### Game Objective

Kings and Flying Kings is similar to playing regular checkers but is more dynamic and fun to play. The objective is to capture all of your opponent's pieces or have the highest value checker count when each player has only two or less pieces on the game board.

### Game Pieces & Special Squares

There are 4 types of checker pieces and the 3 types of Special Squares on the game board as shown below. Each game piece and Special Square has its own ability and function.



Guard



Prince



King



Flying King



Morph Square



Spawn Square



Push Arrow Square

### Game Board Starting Setup

The game opens with both players having two Kings and two Princes on King's Row, four Princes on the second row and four Guards on the third row as shown below.



### Two ways to win

1. Capture all of your opponents' pieces.
2. If both players have 2 or less pieces on the game board during play, then the player with the highest checker piece count wins (**Guard = 0 points, Prince = 1 point, King = 3 points, Flying King = 5 points**). If the piece counts are the same for both players, then the game is a draw.

### How to play

- The game starts with the official starting setup as shown above.
- Either player can decide who moves first or players can choose that the losing player of the previous game moves first.
- The game starts with a player moving one of his four Guards one diagonal space to an open square and continues from there just as in regular checkers while following the rules of the moves and abilities of each type checker piece and Special Squares as described below.
- The game ends when one player has captured all of his opponent's checker pieces or when both players have two or less pieces on the board, the player with the highest checker piece count wins. (If the checker points are equal for both players, then it's a draw).
- All available takes must be taken by a player particularly when it is pointed out by either player.
- If either player inadvertently misses a take, then the game continues until it is finally pointed out, then it must be taken at the next move.

## Game Board Special Squares Functions

**Morph Squares** – The Morph Squares enables a King to “morph” into a **Flying King**. If a King **lands and rests** on any of the four Morph Squares, it will morph into a Flying King and has the same moving and jumping abilities up and down the game board similar to a Flying King in regular checkers. Only a King can morph into a Flying King on a Morph Square.

**Spawn Squares** – The Spawn Squares enables a player’s **Prince** to immediately spawn a new Prince when it **lands and rest** on any of the **opponent’s** 2 Spawn Squares located on the opponent’s side of the board. The newly spawned Prince is placed on any of the player’s own Kings Row. If no squares are available on the player’s Kings Row at the time of spawning (because all 4 squares are occupied), then a new Prince cannot spawn (the spawning is dead) and it’s the opponent’s move. Only a Prince can utilize the power of a Spawn Square.

**Push Arrow Squares** – The Push Arrow Squares are used to capture an opponent’s piece in the direction in the square where the arrow is pointing (this is called a **Push Take**). Only a Prince, King or Flying King have the ability to utilize the power of the Push Arrow Squares (Guards **cannot** use the Push Arrow Squares). Note that a Push Arrow Square allows a Push Take in the vertical direction where the arrow is pointing. Once a player’s piece has utilized the Push Arrow Square to take an opponent’s piece, it must **rest** at that square where that piece was taken (the move is completed). It cannot continue to move or jump take in any other direction until its next turn.

## Game Pieces Moves and Abilities

**The Guard** – The Guard is worth **0** points. A Guard is the least powerful piece on the board. It can only move one square at a time in a forward diagonal direction. A guard can only do forward diagonal jump takes. A guard can never move backwards nor do a backward jump takes. A Guard can NOT utilize any of the Push Arrow Squares, Morph Squares or its’ opponent’s Spawn Squares. If a Guard lands and rest on his opponent’s Kings Row it will become a King.

**The Prince** – The Prince is worth **1** point. A Prince can only move one square at a time in a forward diagonal direction. A Prince cannot move backward unless it has a backwards jump take. A Prince can utilize any of the Push Squares to take an opponent’s piece. If a Prince lands and rest on an opponent’s Kings Row it will become a King. If a Prince lands and **rest** on any of the **opponent’s** two Spawn Square, It will **immediately** spawn an additional Prince on any open square back on its own Kings Row. If no squares are available on the player’s Kings Row at the time of spawning (because all 4 squares are occupied), then a new Prince cannot spawn (the spawning is dead) and it’s the opponent’s move. Each player is only allowed 6 Princes on the game board at any time during the game play.

**The King** – The King is worth **3** points. A King can move one square forward or backward at will in a diagonal direction even when not doing a jump take. A King can do forward and backward diagonal jump takes. If a King lands and **rest** on **any** of the four Morph Squares it will morph into a Flying King. A King can utilize the Push Squares to take an opponent’s piece. Each player can acquire an unlimited number of Kings during game play.

**The Flying King** – The Flying King is worth **5** points. The Flying King is the most powerful piece on the game board. A Flying King is created whenever a King **lands and rest** on **any** of the four Morph Squares (In other words, when a King lands on a Morph Square, it is removed and replaced by a Flying King at that same location). A Flying King can “fly” and jump take an opponent’s piece diagonally several spaces up and down along the game board just like in regular checkers. Each player is only allowed to have up to 3 Flying Kings on the game board at any time during the game.

## More Information

Visit [www.kingsandflyingkings.com](http://www.kingsandflyingkings.com)

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