

Family

AGE
8+

15-45

2
PLAYERS

KING ME™

The Crowning Achievement in Checkers



ABOUT THE GAME

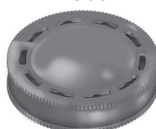
KING ME is the checkers game you've been waiting for. Not only does it include 24 cool self-crowning pieces (a wonderful innovation in checkers) but it also includes three fascinating ways to play: regular checkers, the new Coast-to-Coast race game, and the breath-taking Stack'Em version where jumps result in stacks of checkers.

Checkers are either called "pieces" (without crowns) or "Kings" (with crowns)

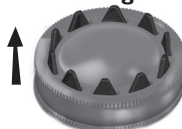
CONTENTS

Two sets of self-crowning checkers
(12 red and 12 black)
2-sided gameboard
Illustrated Rules

Piece



King



Rotate base counter-clockwise to raise the crown; turn until it locks. Twist clockwise to lower the crown.

STANDARD CHECKERS RULES

OBJECT OF THE GAME

The object of the game is to be the last player standing. A player wins the game when his opponent can no longer make a move. This happens when all his opponent's pieces have been captured or when all of his opponent's pieces are blocked in.

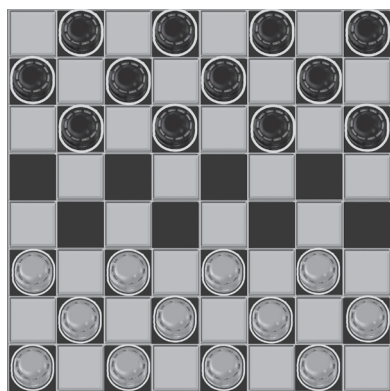
SETUP

Each player begins with 12 pieces placed on the game board as shown.

The board consists of 64 squares, alternating between 32 black and 32 red squares. Position it so that each player has a red square on the closest right side corner.

HOW TO PLAY

Black moves first. Players then alternate moves. Moves are allowed only on the black squares; pieces only move diagonally forward toward the opponent. However, Kings, as you'll see, can also move backwards. A piece may only move one square unless it is making a jump.



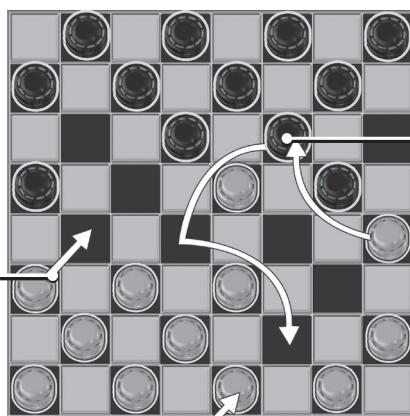
Set-up

JUMPING

A piece makes a jump by diagonally leaping over one of the opponent's pieces and landing on the empty space on the other side (there must be an empty space to land on). Multiple jumps are allowed on a single turn. When a piece is jumped ("captured"), it is removed from the board and is now out of play.

A player must make a jump if one presents itself. This is not an option. You must jump if you can and keep jumping if you have the opportunity. If you have more than one piece that can make a jump, you can decide which one to move on your turn.

1. A simple move by a piece



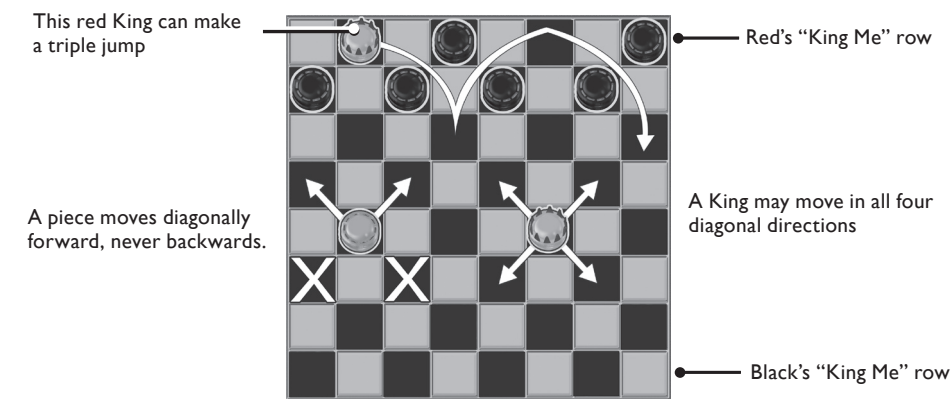
4. Or, this Red piece could jump the Black piece after its double jump.

2. Black makes a double jump.

3. After Black makes his double jump, Red could jump as shown because the space opposite the adjacent Black piece will be empty.

KINGS

When a piece reaches a space in the row on the opposite side of the board (the “King Me” row), its player picks up the piece and crowns it by twisting its base counter-clockwise, then sets it back on its space. It is now a King! Kings are move powerful than pieces because they can move diagonally forward and backwards. Kings may combine jumps in several directions—forward and backward—on the same turn.



WINNING

A player wins the game when the opponent cannot make a move. Usually, this is because all of the opponent’s pieces have been captured, but sometimes it is because the opponent has no space to move onto (he is “blocked” from moving).



COAST TO COAST CHECKERS RULES

EQUIPMENT

Twelve pieces for each player. Use the black & white side of the game board; the opposite corners (marked with a “crown”) are “home” spaces.

OBJECT OF THE GAME

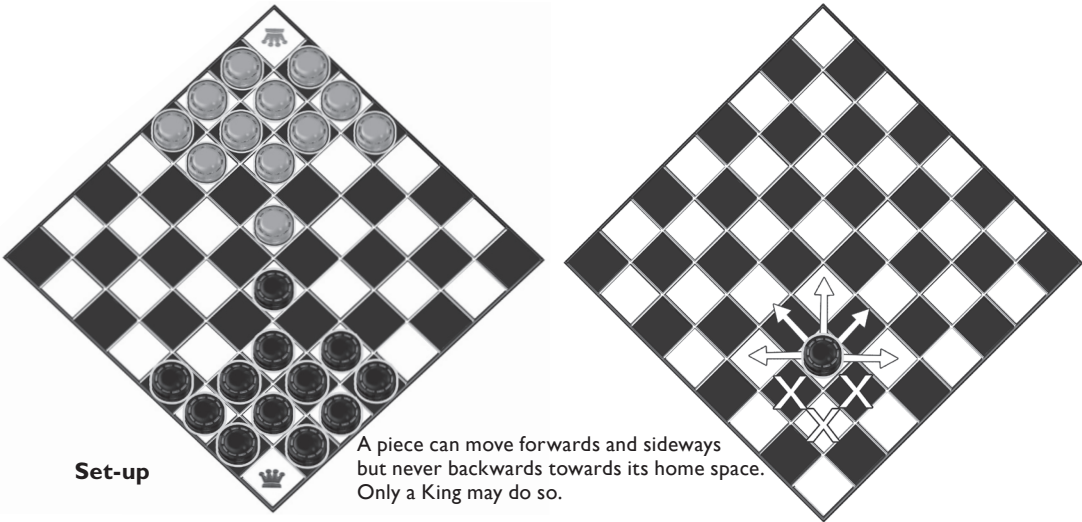
To move all twelve of your pieces to the opponent’s home space, promote them to Kings, and then race back to your own home space (a King is removed from the board as soon as it reaches its own home). The first player to get all 12 of his pieces home and off the board wins the game.

SETUP

Place your pieces on the spaces shown in the diagram, with their crowns DOWN and the board turned “diamond-wise” between both players.

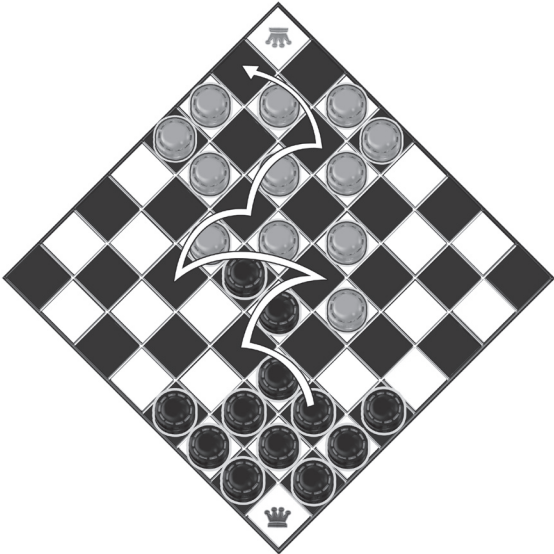
HOW TO PLAY

Black moves first. Players take turns moving **one** checker per turn. A piece can move one space sideways, forward, or diagonally **towards** the opposing home space. It **CANNOT** move backwards towards its own home space. (Kings can, as you’ll see.)



JUMPING

A piece can jump, often many times on a turn, as shown in the diagram above. In this example, the red piece has jumped over six pieces. A piece may jump if desired; it is not required to make a jump. A piece may jump over any other piece – regardless of color–provided an empty space lies opposite. (**Pieces are NOT removed after being jumped.**)



A checker **MAY NOT** combine a move and jumps on the same turn. It may either move one space, or make one or more jumps.

KING ME

Once a piece reaches the opponent's home space, its crown is raised. It is now a King and can move in **any** direction. It also receives a **free move** and immediately moves off of the opponent's home space (home spaces must always be vacant at the end of a turn). As soon as a King returns to its own home space, it is taken off the board.

WINNING

The first player to remove all twelve of his pieces after each reaches his home space is the winner!



STACK'EM CHECKERS RULES

EQUIPMENT

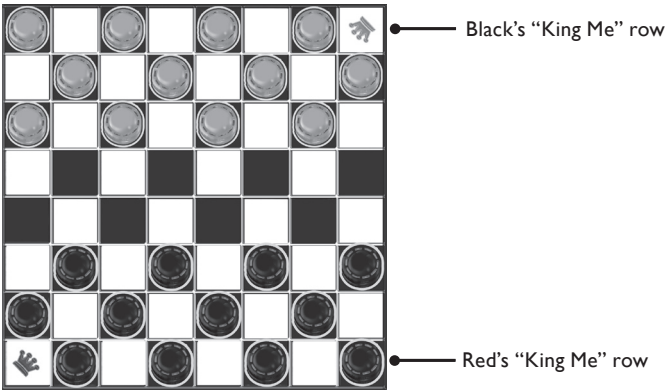
Twelve pieces for each player. Use the black and white side of the gameboard.

OBJECT OF THE GAME

To capture the opponent's remaining pieces in stacks so he cannot make a move on his turn. (There is also a way to remove captured pieces, as you'll see.)

SETUP

Place the pieces on the black spaces as shown in the diagram, with their crowns **DOWN**. (All the checkers are "pieces" at the start; they can later be promoted to kings.)

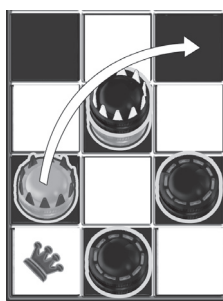


Set-up

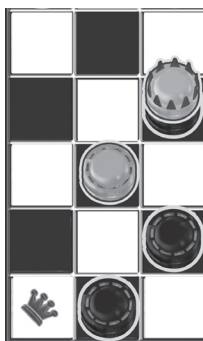
HOW TO PLAY

Red moves first. Players take turns moving the piece or "stack" on a space. Stacks of checkers form during the course of play and can be of any height. The player whose checker tops a stack controls it; only he may move this stack. Movement is identical to standard checkers. A piece can only move diagonally forward. Kings move diagonally forward or backwards.

Jumping with one checker



before jump



after jump

When a stack is jumped, only its top piece is captured. Here, it is a Black King, which must be demoted before going under the Red King.

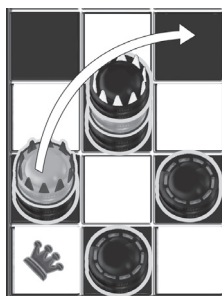
KING ME

When a player advances a piece to his King Me row, its crown is raised and it becomes a King. At times, a King will be demoted to a piece (and its crown will be lowered). It must reach the King Me row to be crowned once again.

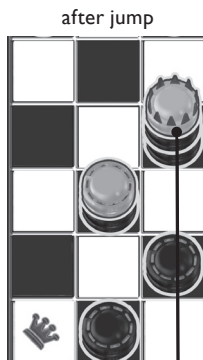
JUMPING and STACKS

As in regular checkers, jumps are mandatory (choose which jump to make if you have multiple possibilities). When a piece (or a stack topped by a piece) makes a jump, it is promoted to a King after the jump. Now that it is a King, it could continue by jumping backwards on this same turn (this can be quite exciting and unexpected). Sometimes a King can jump over the same stack twice in a turn, thus capturing two of its pieces. (Very exciting!)

before jump



Jumping with a stack



after jump

A stack jumps with all its checkers. Here, the stack topped by the Red King jumps the stack topped by the Black King. The Black King is captured and demoted when it goes under the Red King's stack.

Note how, in each example, Red has “freed” a piece and has therefore regained the ability to move it.

1. The main difference between regular and Stack'Em checkers is that pieces are not immediately removed from the board when jumped. Rather, a jumped piece goes under the piece that captures it after that piece (along with its stack, if any) jumps onto the space immediately beyond.
2. A stack jumps in its entirety. But if a stack is jumped, only the TOP piece in this stack is captured. The remaining pieces in the “jumped” stack stay behind (this rule enables captured pieces to be freed).
3. If the captured checker is a King it is demoted (crown lowered) before being placed under the capturing King (and its stack). Only pieces may be buried in stacks.
4. Whenever you move a stack onto your King Me row, you REMOVE all the opposing pieces from this stack and place them out of play. This is an important tactic.

WINNING

The winner is the player who has captured all of his opponent's remaining pieces in stacks he controls, or prevents the opponent's remaining pieces from moving.



For great tips on how to win at standard checkers, or Coast to Coast or Stack'Em, please visit our website at www.winning-moves.com.

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