Checkers Instructions

For 2 Players AGES 6 to Adult

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Double-sided Gameboard, 24 Playing Pieces (the same pieces are used for Backgammon)

OBJECT

Remove all of your opponent's checkers from the gameboard by capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the black squares of the first three rows in front of you. Your opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

Movement Rules

- Always move your checker diagonally forward, toward your opponent's side of the gameboard).
 - Note: After a checker becomes a "King," it can move diagonally forward or backward.

- Move your checker one space diagonally, to an open adjacent square; or jump one or more checkers diagonally to an open square adjacent to the checker you jumped. When you jump over an opponent's checker, you capture it (see Capturing an Opponent's Checker).
- If all squares adjacent to your checker are occupied, your checker is blocked and cannot move.

Capturing an Opponent's Checker

If you jump an opponent's checker, you *capture* it. Remove it from the gameboard and place it in front of you.

Becoming a "King"

As soon as one of your checkers reaches the first row on your opponent's side of the gameboard, it becomes a King. Place another checker of the same color on top of it. Now this double-decker checker can move forward or backward on the gameboard.

HOW TO WIN

The first player to capture all opposing checkers from the gameboard wins the game!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 162.

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