

CHECKERS 2.0

User Manual

Rules

- This game is similar to checkers.
- There are 12 pieces for each player in the game totalling to 24.
- White starts the game.
- Select a piece and then select a corresponding highlighted square to move the highlighted piece.
- A piece can only move one or two steps diagonally.
- If there is an opponent piece directly diagonally adjacent to the selected piece, the piece can move two steps in the same direction and kill the piece if that square is empty.
- The maximum time that can be taken to move a piece can be determined by running clock (before it reaches the top) the difficulty level displayed on the score board.
- A player wins when one of his pieces reaches the last row on the opponent's side and is alerted when one.
- Each game won increases the corresponding player's score by 1.

Features

- The default time is 30 seconds for each player (Easy mode).
- Click on the clock to adjust the difficulty level which can be viewed on the score board.
- There are 4 different cubes that let you adjust the game settings.
- The reset cube restarts the game.
- The undo cube lets you undo a move.
- The movie cube plays the full movie.
- The environment cube toggles the environment.

Note: The undo and reset cube are available only after the game has started