

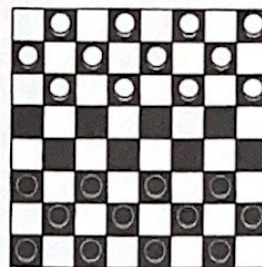
Game Rules

Checkers

Checkers is a game for two players. It is played on a standard game board consisting of 64 squares. The squares are colored in alternating red and black. Each player receives 12 checkers of all black or red. The game board is placed in the center, and the players sit on opposite sides, facing each other.

How do you set up a game board?

Players place their checkers on the black squares in the three rows closest to them [Figure 1].



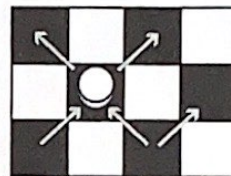
[Figure 1]

Who moves first?

For the first game, the player with the black checkers moves first. The winner moves first in the succeeding game.

How do you move the checkers?

Players move their checkers forward one square in a diagonal direction [Figure 2]. The square must be "open," which means it is not occupied by another checker. After taking a turn, play alternates to the other player.



[Figure 2]

How do you capture or jump the opposing player's checkers?

There have to be two conditions for a capture or jump to happen. First, a player's checker has to be next to the opposing player's checker. Second, there has to be an open square on the other side of this checker. A player must jump the checker and land in the open space. The player has captured the opposing player's checker and removes it from the board. If a jump leads to another jump, the player must take the multiple jumps [Figure 3].

How do you crown a king?

When a player's checker reaches the first row of the opposing player, the checker becomes a king. To signify the checker being kinged or crowned, the checker will be turned over revealing the crown side. Another method is to place a second checker on top of the original checker. The second checker is a captured piece of the same color.



[Figure 3]

How does a king checker move?

A king checker moves one square in a diagonal direction; however, unlike a regular checker, it can move forward or backward.

How do you determine the winner of the game?

The first player to capture all the checkers of the opposing player or completely block the opposing player from making a move wins the game.