

6+



CLASSIC GAMES

ST003

# CHECKERS

## INSTRUCTIONS

**Includes:** 24 Light & Dark Wood Game Pieces, 1 Game Board.

### Object of the game:

To capture all of your opponent's checkers by jumping over them onto a vacant space, or to block your opponent's checkers so that a move cannot be made.

### How to play:

Each player gets 12 checkers of one colour and places them on the first three rows of dark squares. Make sure that the square in the left hand corner closest to you is dark. Moves are confined to the black squares. Moves can only be forward diagonally to a vacant square (not backward), see Diagram A. To capture your opponent's checker, the square opposite that checker must be empty. Jump over your opponent's checker into the vacant space, then take his checker off the board. You cannot jump your own checker. When one of your checkers reaches your opponent's side of the board, it becomes a "King" and is "crowned" by having another checker of the same colour placed on top of it. Once a King, you can move diagonally forward OR backward. Kings may be jumped and captured by regular checkers.

### How to win:

To win, you must capture all of your opponent's checkers, or block them so that they cannot move.

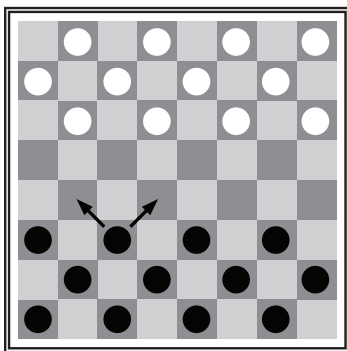


Diagram A



ambassador

### MANUFACTURED BY:

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MADE IN CHINA



Keep this information for future reference.  
Colours and contents may vary from items shown.  
Warning! Choking hazard. Small parts.  
Not suitable for children under 36 months.