

CHECKERS

Rules

FOR 2 PLAYERS

CONTENTS

24 interlocking checkers; 12 red and 12 black

Each player places his twelve checkers on the black square of the first three rows on opposite ends of the board.

THE OBJECT OF THE GAME

To capture all of the opponent's men, or block them so they cannot be moved. The checkers are moved diagonally and each player moves alternately one of his men, in order to 'capture' an opponent's checker, he must be able to jump (with his own man) over his opponent's checker when there is a vacant square behind. Single men may move diagonally forward. When a checker has reached the last row of his opponent's side, it becomes 'King' and then may move diagonally forward or backward. The 'King' is 'crowned' by placing another checker on top of it.

You are allowed to jump as many of the opponent's men on the same move if there are vacant squares diagonally behind each. When there is a 'jump' available, the opponent must jump.

Other exciting games that may be played with the board:

HOUNDING THE FOX

The game is played on the black squares of the board. One of the black checkers represents the fox, and four of the red checkers represent the hunters. The object of the game is to have the fox break through the line of hunters, or on the other hand, the player who is called the hunter tries to corner the hunted (the fox) so that he cannot move. The fox has the right to move first and may move in any direction, although he must start at the opposite end of the board from the hunters. The hunters move one at a time, in turn, only forward to either left or right diagonally. Change positions at the end of each game.

ROYALTY

This game is played in a regular checkers fashion on a regulation board; the only difference being that each turn starts out with only four kings. Each player is free to move in any direction as kings are allowed in regular checkers play. The regular checkers rules prevail. Start the game with each set of 4 kings on opposite ends of the board.

RAGOON CHECKERS

12 red checkers are placed in the lower right hand corner of the board, 3 horizontally and 4 vertically on both red and black spaces. 12 black checkers are placed in exactly the same fashion in the extreme diagonal corner. The object of the game is for one player to move all his men to his opponents starting position. Each player, in turn, moves his men one at a time at right angles to squares (no diagonally). A player may jump his or her opponent's checkers consecutively as long as there is an empty space in between every checker that he jumps. The first player to land all his checkers in his opponent's starting space is the winner.

PUZZLE HOP

Put 24 checkers (any color) on the black squares of the first two rows around the board. Solitaire player can only move by jumping and removing from the board the checker that was jumped. The object of the game is to finish the game with just one checker on the board. It is important to plan ahead so that player does not get caught in a position where he is unable to make further jumps and from which position there is no possible escape.

TRIANGULAR CHECKERS

Put 9 checkers of each color in a triangular position on the black squares in the corner of the board so that the points of the triangle are in the two further corners of the board. The regular rules for checkers apply, except that the player moves his checker sideways as well as forward, and a king can be crowned only in the opponent's corner black square. The object of the game is to dispose of your opponent's checkers.

SHIFTING TRIANGLES

Using 10 men, form a triangle within 4 rows on the black squares of either side of the board. Both players use a different color checker. The object of the game is to form a triangle on the opponent's side of the board. A player may jump either his opponent's or his own checker - but he does not remove the checker while doing so. A series of jumps is permissible.

CHECKER BINGO (2-4 PLAYERS)

Each player selects a different color checker and, in turn, places one anywhere on the board on either red or black squares. The first person who lines up 5 of his own checkers in a row, diagonally, vertically, or horizontally is the winner. The object of the game is to try to prevent the opponent from lining up 5 colors of his checkers in a row by blocking them with a marker of another color.

AUSTRIAN CHASE (4 PLAYERS)

Each player places his checker on one of the 4 corners of the board. A die is rolled alternately and the markers move around the boarder of the board. First player to overtake the player directly ahead of him is the winner.

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