

CHECKERS RULES

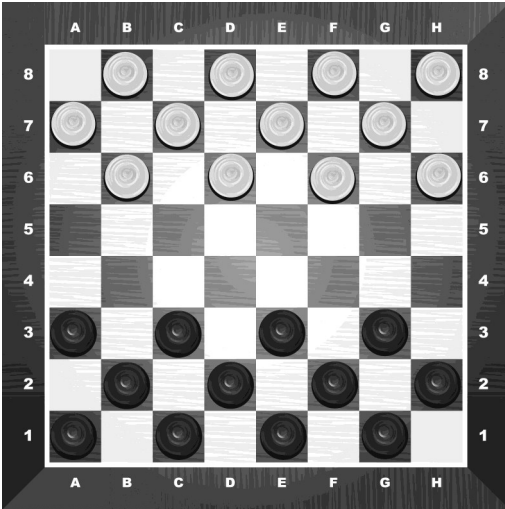


Object:

Capture all your opponent's checkers.

Set Up:

Each player begins with 12 checkers placed on every other dark square in the first three rows closest to them as shown below:



Game Play:

The player with the dark color checkers moves first, then players alternate turns.

Checkers always move diagonally. Single checkers can only move forward (towards the opponent). A checker can only move one square unless jumping.

Jumping

A player must jump an opponent's checker if the dark square on the other side of the checker is empty. Once the player jumps their opponent's checker, they capture the checker by removing it from the board. A player can do multiple jumps if they are lined up in the forward direction.

Crowning

When a player's checker reaches the opposite side of the board, it becomes a King. Place another checker on top of it. A King piece may move and jump forward or backward.

Winning:

A player wins when the opponent has no more checkers or can't move.