

# CHECKERS

## game instructions

### GAME RULES

NUMBER OF PLAYERS: 2

- Players sit on opposite sides of the board.
- Each player receives 12 chips all in one color/matching design.
- Checker pieces are to be placed on only the dark squares on the three rows closest to each player
- Players alternate moving one piece per turn..
- Normal pieces can move forward, diagonally to an unoccupied dark square. Or can jump forward and over an opponents piece and landing on an unoccupied dark space.
- Players can make multiple jumps with one piece on a turn.
- When a piece makes it to the final row on the opposite side of the board is becomes a 'King', and another checker should be placed on top of this to signify it as such.
- Kings can move forwards or backwards diagonally.

### WINNING

- The first player to capture all of their opponents pieces wins.