FOR 2 PLAYERS
AGES 6 and UP

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Sturdy (bi-fold) Checkers Board
24 Plastic (interlocking) Checkers
Illustrated Instructions

OBJECT OF THE GAME
The object of the game is to be the last player standing. A player wins the game when their opponent can no longer make a move. This happens when all of their opponent’s pieces have been captured or when all of their opponent’s pieces are blocked in.

SET UP
One player will control the Red pieces and the other controls the Black pieces. Each player begins with their 12 pieces placed on the game board as shown.

The board consists of 64 squares, alternating between 32 black and 32 red squares.

Position it so that each player has a red square on the closest right side corner.

HOW TO PLAY
Black moves first. Players then alternate moves.

Moves are allowed only on the black squares; pieces only move diagonally forward toward their opponent.

However, Kings, as you’ll see (below), can also move backwards.

A piece may only move one square unless it is making a jump.

JUMPING & CAPTURING
A piece makes a jump by diagonally leaping over one of their opponent’s pieces and landing on the empty space on the other side (there must be an empty space to land on).

Multiple jumps are allowed on a single turn.

A player must make a jump if one presents itself. This is not an option. You must jump if you can and keep jumping if you have the opportunity.

If you have more than one piece that can make a jump, you can decide which one to move on your turn.

When a piece is jumped (“captured”), it is removed from the board and is now out of play. The captured piece is placed near the player who captured it.
A CROWN FIT FOR A KING
Checkers are either called “pieces” (without crowns) or “Kings” (with crowns).

The last row on the board (on each side) is called the King Row. If you get a piece across the board to the opponent’s King Row, that piece becomes a King.

One of your pieces, which had been captured, is placed on top of the piece so that it is twice as high as a single piece. Congratulations! It is now a King!

Once a piece is “kinged”, you must wait until your next turn to jump out of the King Row.

Kings are more powerful than pieces because they can move diagonally forward and backward. Kings may combine jumps in several directions—forward and backward—on the same turn.

Always remember that pieces (not Kings) are limited to forward moves only.

Kings may combine jumps in several directions, forward and backward, on the same turn.

Pieces may shift direction diagonally during a multiple capture turn, but must always jump forward and toward their opponent.

ENDING/WINNING THE GAME
A player wins the game when their opponent cannot make a move. Usually, this is because all of the opponent’s pieces have been captured, but sometimes it is because the opponent has no space to move onto (and is blocked from moving).

We love to hear from our consumers! Please contact us with any questions or comments about CHECKERS.

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