



## **"CHECKERS"**

The object of this game, which can be played by all ages, is to capture all of the opponent's men, or block them so they cannot be moved. On a board of 32 white and 32 black squares, each player places his 12 checkers on the dark squares of the first three rows on opposite ends of the board.

The checkers are then moved diagonally forward 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. Players are allowed to jump (diagonally forward) as many of their 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.

When a player moves his checker to the last row on the opposite side of the board, that checker becomes a "King." The "King" is "crowned" by placing another checker on top of it. A "King" may move diagonally, forward or backward.