

Checkers

COLLECTOR'S EDITION



Item # 925
Ages: 6 to adult
For 2 players

CONTENTS:

One Checkers Board
12 Red Bull Checkers
12 Black Bull Checkers
12 Bull Riders (Kings)
Rules

OBJECT:

The object of the game is to capture all of your opponent's Bulls or block them so they cannot move.

Bulls are captured by jumping over your opponent's Bull when there is a vacant square diagonally behind it.

SETUP:

Place 12 Bulls on the black squares of the first three rows on each side of the gameboard.

PLAY:

You may move your Bulls diagonally forward only, one move per turn, while attempting to capture your

opponent's Bull by jumping. You may jump as many of your opponent's Bulls on the same move as there are vacant squares behind each. Place each Bull that you've jumped over off of the board.

When your Bull reaches the last row of your opponent's side, it becomes your "King," and your opponent adds a Bull Rider to the top of your "Kinged" piece. Kings may move diagonally in either direction, forward or backward.

WINNING THE GAME:

The player with the last piece(s) on the board wins.



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