



Pocket Play™ Checkers

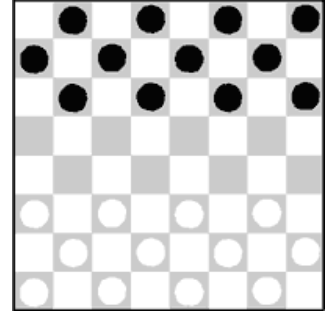
OBJECT

To capture as many pieces of your opponents and/or to immobilize your opponent's pieces.

SET UP

The board is placed so that each player has a light colored square in the corner at the right. Each player places 12 pieces of their chosen color onto the 12 dark squares. (Diagram A). Throughout the game, all pieces stand and move solely on the dark squares.

Diagram A



GAME PLAY

Alternating turns, 'Black' starts first by moving any one of the black pieces forward one square, diagonally.

'White' now plays by moving any one of the white pieces forward one square, diagonally. Captures are made by jumping over an opponent's piece, or pieces. If an opponent's piece is in the next diagonal square forward with a vacant dark square immediately on the other side, you MUST jump that piece and land in the vacant square. The jumped piece is removed from the game. A series of jumps can be made in any forward diagonal move. The jumped pieces are removed from the game.

CROWNING

The back row of squares at the opposite side of the board of each player is named "King Row". When a player's piece reaches their "King Row", the opponent must immediately exchange the single playing piece for a double 'King' piece and place it on the same square.

The 'King' must wait the next turn to play. The 'King' moves both diagonally forward and diagonally backward, one square at a time. It captures in the same manner as a single piece.

WINNING

A player wins by capturing all of the opponent's pieces, or by blocking them so that they cannot move.

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