



Chinese Checkers Rules

Thank you for your purchase of this quality Game of “Chinese Checkers”! We are certain your friends and family will have years of enjoyment with it. Regal Games™, located near Chicago, IL. has been in the business of bringing families together at game time for over 75 years. If you have any problems, questions or concerns with or about the game, please go to <http://www.regal.toys> and click on CONTACT. We’d love to hear from you!

Equipment: Game Board, 6 sets of 10 colored Marbles

Getting Ready to Play:

The Chinese Checkers board is in the shape of a six-pointed star. Each point of the star is a triangle consisting of ten holes. Each triangle is host to a different colored set of 10 marbles.

Chinese Checkers can be played by two, three, four or six players. For a six-player game, all the marbles and triangles are used. If there are four players, play starts in two pairs of opposite triangles. If a three-player game is desired, the marbles will start in three triangles equidistant from each other. A two-player game starts with the players sitting across from each other. Each player chooses a color and places their 10 marbles in the triangle they have chosen to start from.

The object of the game is to be the first player to move all ten marbles across the board and into the triangle opposite them.

Game Play

The youngest player goes first. Players take turns moving a single marble of their own color. In one turn a marble may either be simply moved into an adjacent hole, or it may make one or more hops over other marbles. When a hopping move is made, each hop must be over an adjacent marble and into the vacant hole directly beyond it. Each hop may be over any colored marble including the player’s own and can proceed in any of the six directions. After each hop, the player may either finish or, if possible and desired continue by hopping over another marble. Sometimes, a player will be able to move a marble all the way from the starting triangle across the board and into the opposite triangle in one turn.

Marbles are never removed from the board. It is okay to move a marble into any hole on the board including holes in triangles belonging to other players. However, once a marble has reached the opposite triangle, it may not be moved out of the triangle – only within the triangle.

If a player is prevented from moving a marble into hole in the destination triangle because of the presence of an opposing marble in that hole, then that player is entitled to swap the opposing marble with that of their own marble.

WINNING:

The first player to occupy all 10 destination holes is the winner.

These are the basic rules. We encourage you to research the game online for strategy, tips and rule variations. Most importantly, **HAVE FUN!**