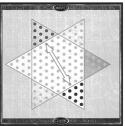


# CHINESE CHECKERS





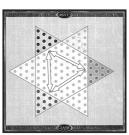


DIAGRAM A

#### CONTENTS:

- Game board
- 60 game pieces
  Instruction guide

#### OBJECT:

To race your game pieces across the game board using single-step moves or jumps over other pieces and be the first to move all your game pieces into the triangle opposite yours to win.

#### GETTING STARTED:

For the 6-player game, all pegs and triangles are used. If there are 4 players, play starts in 2 pairs of opposing triangles and a 2-player game should also be played from opposing triangles. In a 3-player game the players start in every other triangle. (SEE DIAGRAM A)

Each player picks their starting zone and takes ten colored game pieces corresponding to that color zone.

## PLAYING THE GAME:

Players can select who will go first using any method they choose. Each player moves one piece per turn.

There are two ways to move pieces: A piece can move into any adjacent space, or it can jump over an adjacent piece into the empty space beyond (SEE DIAGRAM B). A player may not combine jumping with a single-step move – a move consists of one or the other.

There is no capturing in Chinese Checkers, so jumped pieces remain active and in play. The player can move in any direction and jump over any color game piece and the jumping piece can continue jumping as long as there are spaces to jump to. Once the player finishes their move, play continues to the left.

### ESTABLISH RULES AROUND "BLOCKED" HOLES

It is legitimate to block a player from winning by occupying one of the holes in his or her destination triangle, thereby preventing them from filling the triangle first.

One rule you can implement is that a player who is prevented from moving a game piece into a destination triangle can swap that piece with the one blocking it.



DIAGRAM B

Or, if one or more filled holes in an occupied triangle are filled with other players' game pieces, these pieces count toward the blocked player's victory. If that player has filled all the non-blocked holes within his or her destination triangle, that player wins.

## WINNING THE GAME:

The first player to move all ten of their game pieces into the triangle on the opposite side of the board is the winner.

