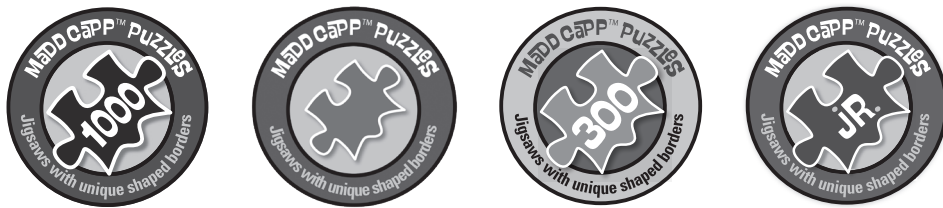
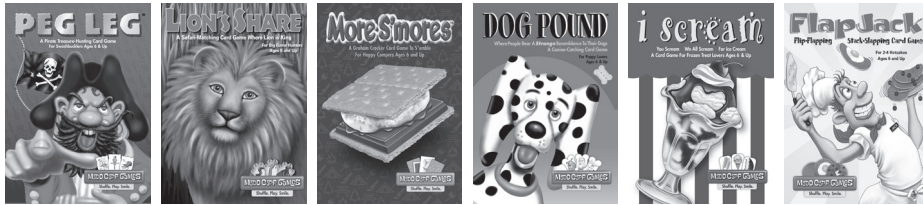


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A Game for Fans of
Checkers . . . and S'mores!

Rules of Play





S'mores & More Checkers

Contents:

| | |
|---------------------------------|---------------------------------|
| 1 S'mores & More Checkerboard | 10 Graham Cracker Crowns |
| 12 Marshmallow Checkers | 1 Dice Shaker (contains 3 dice) |
| 12 Toasted Marshmallow Checkers | |

Rules of Play:

1. Madd Capp Checkers is played by two players. Players place their (12) Marshmallow Checkers on the dark tile squares closest to them on the checkerboard.
2. The player with the Toasted Marshmallow Checkers always goes first. They begin by shaking the dice in the dice shaker. Shown on each side of every die is a Tan or White-colored Skewered Marshmallow, which corresponds to each player's Marshmallow Checkers. The Toasted Marshmallow player pops the dice and moves the checkers on the checkerboard according to the colors of the Skewered Marshmallows featured on the dice.
Example: if there are two White Skewered Marshmallows and one Tan Skewered Marshmallow shown, the player has the option to move one White Marshmallow twice or two White Marshmallows once, and a Toasted Marshmallow once (in any order). Note: due to the lucky (or unlucky) roll of the dice, there are occasions when a player does not move their own Marshmallow Checkers at all.
3. When a player controls the dice shaker, they have a strategic advantage and control the entire checkerboard during their turn (such as setting up a single jump, double jump, triple jump, etc. or creating a block).

4. As in traditional checkers, moves are allowed only on the dark tile squares, so Marshmallow Checkers always move diagonally. The Marshmallow Checkers can only be moved forward toward the opponent. After the Toasted Marshmallow player makes their moves, the dice shaker is then passed to the White Marshmallow player, who takes their turn popping the dice and controlling the action. Play alternates back and forth.
5. A Marshmallow Checker making a capturing move (a jump) leaps over one of the opponent's checkers, landing in a straight diagonal line on the other side. Only one Marshmallow is captured on a single jump; however, multiple jumps are allowed on a single turn. Any double jumps, triple jumps, etc. are considered one move. When a Marshmallow Checker is captured, it is removed from the checkerboard.
6. When a player's Marshmallow crosses the entire checkerboard and reaches the last row on the opposite side, that Marshmallow Checker is "KINGED" by placing a Graham Cracker Crown on top. This reward enables the player to move their KINGS either forward or backward diagonally. In addition, an opponent cannot move another player's KING. A player may capture an opponent's KING when a jump is possible.

And the winner is:

A player wins the game when their opponent cannot make a move. This occurs when all the opponent's Marshmallow Checkers are captured or because their Marshmallows are blocked in!