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Madd Capp Checkers!

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A Game For Friends of
Checkers . . . and Cupcakes!

Contents & Directions



MADD CAPP



CHECKERS

Contents:

- 12 Chocolate Cupcake Game Pieces
- 1 Dice Popper (contains 3 dice)
- 12 Strawberry Cupcake Game Pieces
- 1 Madd Capp Checkers Game Board
- 10 Blue & Yellow Candle Crowns

Directions:

1. Madd Capp Checkers is played by two players. Players place their (12) cupcakes on the dark tile squares closest to him/her of the checkerboard.
2. The Chocolate Cupcake player always goes first. They begin by popping the dice in the dice popper. Shown on each side of every die is a brown or pink colored candle, which corresponds to each player's cupcakes. The Chocolate player pops the dice and moves the cupcakes on the checkerboard according to the colors of the candle featured on dice.

Example; if there are two Pink candles and one Brown candle shown, the player has the option to move one strawberry cupcake twice or two strawberry cupcakes once, and a chocolate cupcake 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 cupcake checkers at all.

3. When a player controls the dice popper, 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 cupcakes always move diagonally. The cupcakes can only be moved forward toward the opponent. After the Chocolate player makes their moves, the dice popper is then passed to the Strawberry Cupcake player who takes their turn popping the dice and controlling the action. Play alternates back and forth.
5. A cupcake making a capturing move (a jump) leaps over one of the opponent's cupcakes, landing in a straight diagonal line on the other side. Only one cupcake 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 cupcake is captured it is removed from the checkerboard.
6. When a player's cupcake crosses the entire checkerboard and reaches the last row on the opposite side, the bowl is "crowned" by placing a candle on top and thus becomes a KING. This reward allows the player the ability to move their "cupcake kings" either forward or backward diagonally. In addition, an opponent cannot move another player's "king" cupcake. "King" cupcakes may still be captured by an opponent when a jump is possible.

And The Winner is:

A player wins the game when the opponent cannot make a move. This occurs when all the opponent's cupcakes are captured or because his/her cupcakes are blocked in!