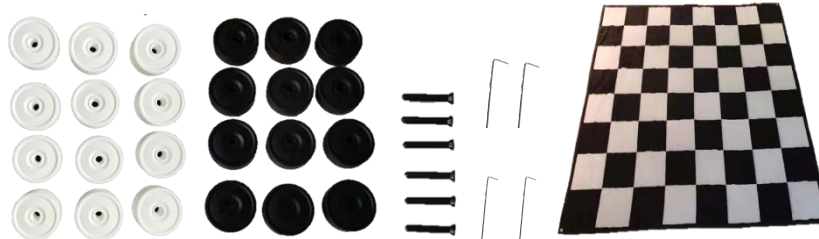# BACKYARD CHECKERS SET

Key Code：43039135

Thanks for purchasing this checkers set, please read the user manual carefully before playing.

Parts list

- Black checkers x12pc
- White checkers x12pc
- Sticks x6pc
- Checkerboard x1pc
- Peg x4pc
- Carry bag x1pc

Set up

The game is suitable to play by two players, each player has 12pcs black or white checkers pieces. Spread out the checkerboard on the ground, insert 4pcs pegs from the holes on the corner to fix it to the ground if available. The checkerboard consists of 64 squares, alternating between 32 black and 32 white squares. It is positioned so that each player has a white square on the right side corner closest to him/her.

To start the game, each player places his/her checkers pieces on the 12 black squares closest to him/her.

Game rules

1. Always move black piece first then players take turns.
2. Moves are allowed only on the black squares. So checkers pieces always move diagonally. Single checkers pieces are always limited to move forward toward opponent to an adjoining vacant square.
3. If an opponent's piece is in adjoining square, with a vacant square in the other side, it must be captured and removed by jumping over it to the vacant square.
4. If this square present same situation as above, successively jumping forward in a straight or zigzag direction must be completed in a same turn.
5. When there is more than one way to jump in a turn, the player must choose the way which captures and removes the most quantity pieces to jump.
6. When a piece moves into the square of the king row, the opponent's closest row, it must be crowned by opponent, adding a same color piece on it and connect them together with a stick, the piece now called a King.
7. The king piece has the privilege of moving and jumping forwards and backwards.
8. A win is scored when an opponent's pieces are all captured or blocked so that they cant move.
9. When neither of the player can force a victory, and the trend of each turn becomes repetitious, a drawn game is declared.