



Rules For Checkers Pdf

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Checkers Rules Ages 7 & Up • For 2 Players Contents: Game Board, 12 red Checkers, 12 black Checkers Object: Be first to remove all of your opponent's Checkers from the Game Board. . Depending on the checkers variant, there are three possibilities. [A] Capture terminates and a man becomes a king. [B] Capture continues and a man remains a man. Checkers is a memory system in itself and one variation suggests another in such a logical sequence that our experts are able to memorize variations running into the thousands with . Capture all your opponent's checkers. Set Up: Each player begins with 12 checkers placed on every other dark square in the first three rows closest to them as shown below: Game Play: The player with the dark color checkers moves first, then players alternate turns. Checkers always move diagonally. Checkers (also known as Draughts) is a classic two-player board game that involves diagonal moves and captures. Here's a comprehensive guide to the rules and gameplay of Checkers: Buy Now! Checkers is a board game played between two people on an 8x8 checked board like the one shown below. KING ME is the checkers game you've been waiting for. Not only does it include 24 cool self-crowning pieces (a wonderful innovation in checkers) but it also includes three fascinating ways to play: regular checkers, the new Coast-to-Coast race game, and the breath-taking Stack'Em version where jumps result in stacks of checkers. CONTENTS.