

AMEROUS®

# CHECKERS GAME

Instructions



## OBJECT OF THE GAME

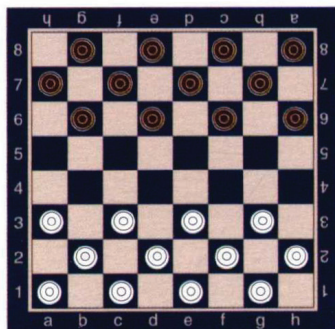
The object of the game is to be the last player standing. A player wins the game when his opponent can no longer make a move. This happens when all his opponent's pieces have been captured or when all of his opponent's pieces are blocked in.

## SETUP

Checkers is played by two players.

Take 12 checkers ( totally 24 checkers, 12 of 2 colors )of the same color and place them on all of the dark squares of the first three rows in front of you. Your opponent does the same.

Opponent



Player

The board consists of 64 squares, alternating between 32 dark and 32 light. Only the dark squares are used. It is positioned so that each player has a light square on the right side corner.

## HOW TO PLAY

Choose a player to go first, then players alternate their turns.

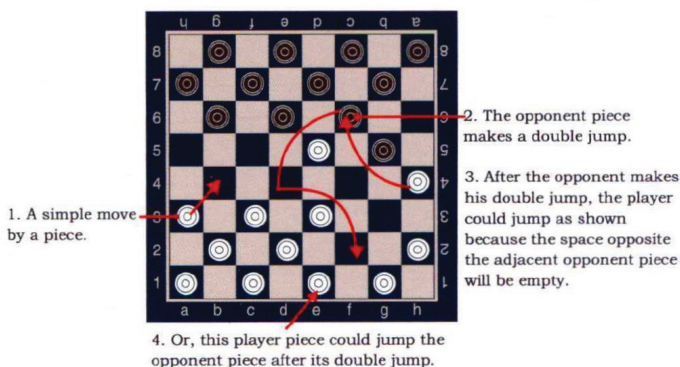
Moves are allowed only on the black squares, pieces only move diagonally forward toward the opponent. A piece may only move one square unless it is making a jump.

## JUMPING

A piece makes a jump by diagonally leaping over one of the opponent's pieces and landing on the empty space on the other side (there must be an empty space to land on).

Multiple jumps are allowed on a single turn. When a piece is jumped ( "captured" ), it is removed from the board and is now out of play.

A player must make a jump if one presents itself. This is not an option. You must jump if you can and keep jumping if you have the opportunity. If you have more than one piece that can make a jump, you can decide which one to move on your turn.



## UPGRADE A PIECE TO A KING

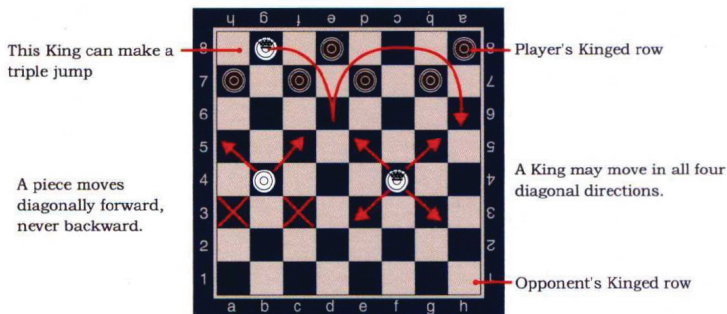


When a piece reaches the furthest row, it is crowned and becomes a king. One of the pieces which had been captured is placed on top of the king so that it is twice as high as a single piece.

Kings are more powerful than pieces because they can move diagonally forward and backwards.

Kings may combine jumps in several directions – forward and backward – on the same turn.

For example:



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## WINNING

A player wins the game when the opponent cannot make a move.

This happens usually because all of the opponent's pieces have been captured, but it could also be because all of his pieces are blocked in.

## Additional Rules

In official games, five minutes are allowed for each move. In the case where there is only one possible jump available, the player has only one minute in which to make it.

If the player whose move touches a piece that can be played, the player must move that piece or forfeit the game.

If during 20 moves (10 by each player), only kings have changed position and there appear to be repeating movements, then a referee will step in to determine the winner according to who holds the strongest position. Or it allows a draw but it is not mandatory, the game can only end in a draw if both players choose and accept.

It is prohibited to annoy or distract your opponent. This includes making signs or sounds, pointing or hovering over the board with your hands or other body parts, needlessly delaying your moves, blowing smoke in your opponent's face, or appearing at the table dressed in a provocative manner.