

Reorder: W10014
Construction Checkers

Contents:

- 1 – Playing Board
- 12 – Orange Construction Cone Checkers
- 12 – Yellow Construction Cone Checkers

Object of Checkers:

The player that cannot move and is blocked by the other player or cannot move from losing all their pieces loses the board game checkers.

Game Preparation:

The checkers board is unfolded or laid out and the 12 pieces are positioned on the darkest squares starting with the squares closest to the edge on each side. There should be two rows of squares in the middle with no Checker pieces on them.

Game Play:

The youngest player moves first. If additional games are played, players should alternate which player moves first. We recommend a time limit for each player to complete their move. The time limit can be loosely set at 1 to 5 minutes per turn or for a more competitive game a chess clock could be used. If a player does not move within the allotted time, they would lose their turn.

Rules on moving normal checkers pieces are they can move one square forward in a diagonal direction landing on the same color as all other pieces. A piece that has been Kinged can move one square diagonally in both directions (forward or backwards). All pieces can only be moved onto vacant squares unless they are jumping the opponent.

You can reduce the number of pieces the other player has by jumping over their piece if they are located on the adjacent square with a vacant square following them for your piece to land. Multiple jumps are possible as long as the Checker piece is advanced in a forward direction. If the piece being played is a King, the player can move jumping in both directions in the same manner. Each jump or sequence of jumps consists of one turn. Jumping your own pieces is against the rules. Any piece, whether it is a king or not, is allowed to jump a king.

Pieces can be Kinged by reaching the last row of the opposite side referred to in the rules as the King Row. To "King" a piece, another cone Checker is placed on top of the exiting piece. The Kinged piece then follows the normal turn pattern.

Advanced Rules: (for serious players!)

Required Jumps - If a player can jump another player, they **must** jump and remove their piece. The Checker instructions state that multiple jumps must be completed and not stopped half way through. If you have a choice of jumps, you can choose among them regardless of whether some of them are multiple jumps or not.

Touching Pieces - Before the first move is made, either player can adjust the position of any piece on the board. After the first move, no player can adjust any piece without "intimation." In other words, you just need to say you're going to adjust a piece before you do it. The player who adjusts a piece without intimation can be warned for the first offence, but will forfeit the game on the second offence.

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

If any part of a playable piece is moved over the angle of its square, the piece must be played in that direction.

When the player's hand is withdrawn from the board, the move is ended.