ROCKHOPPER

PLAY CHECKERS

I do love a good game of checkers. Not that I'm great at it or anything. But is a great game anyone can learn and allows you to pit your cunning and observation against someone else's.

FLIP OVER FOR YOUR NEXT CHALLENGE



Play five games of checkers.

PERIOD 7 TASK 4

- **1.** First step, you'll need to get hold of a checkers set. Very often they are sold as chess and checkers sets because they both use the same board.
- **2.** Set the board up. You'll have two colors of pieces, usually white and black. Place them on opposite sides of the board only on the black squares, so you end up with two blank rows between the two colors.
- 3. Decide who will play which color. A coin toss can often determine this.
- **4.** The black checker goes first. The pieces move diagonally one space, from black square to black square, and only in the forward direction towards the opponent's side of the board.
- 5. If a space is occupied by any piece, you cannot move to that space. However,

if a space is occupied by an opponent's piece and the space behind is open you can hop over their piece and capture it.

6. The object of the game then is to always move your pieces forward to the other side of the board diagonally, jumping over your opponent's pieces, and capturing them whenever you can. And be aware, if after you jump a piece there is another piece next to you with a space behind it, you can jump that too (double jump). So you can capture multiple pieces in a single turn.

7. If you reach the other end with a piece, it



becomes a king. With some sets you flip over the piece to show a crown, others you simply stack captured pieces on top of your one to make it a double decker. Now, it still moves diagonally, but it can now move either direction on the board.

8. When you have captured all of your opponent's pieces, you've won the game.