



CHINESE CHECKERS

2 to 6 players

The Chinese checkers board has six star points; each identified by a colored triangle consisting of ten holes. The interior of the board is a hexagon with five holes on each side. Each player will move one of the six colored sets of ten player pieces.

The object of the game is to manipulate your pieces across the board to occupy the star point directly opposite. Never remove a piece after a jump is made. All pieces stay on the playing board. The player getting all of his or her pieces across first wins.

Choose a player to start then play continues to the left. Each player moves one of his colored pieces on each turn. A piece can be moved into an adjacent empty hole or jump any colored piece in any direction, following the board lines, and landing into a vacant hole. Multiple jumps are allowed as long as empty holes are available beyond adjacent pieces.

Once a peg has reached the opposite triangle, it may not be moved out of the triangle.

Partners may be chosen and in the event of one partner finishing first, he or she is permitted to help the unfinished partner move the other's pieces. As the playing of the game draws to a conclusion it must be understood that a player cannot stubbornly remain in his or her original starting point in order to prevent an opponent from finishing the game.



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