

GWINNETT SENIOR GOLDEN GAMES



Giveaway Checkers

Objective-Be the first player to lose all his/her checkers to his/her opponent.

Setup-Both players start with 12 checkers placed on the darker squares on the first three rows of their side of the game board.

Checker Movement

- All checkers in play will remain on the darker squares of the board. The darker colored checkers moves first.
- Checkers can only move diagonally.
- Only one of the current player's checkers may move per turn.
- Checkers can only move diagonally away from the end of the board from which they started. Jumping backwards is not allowed by any checker even kings.
- Kings may move in any diagonal direction.
- A jump **MUST** be made if a jump is available at the beginning of a players turn.
- The player may choose a jumping checker and path when multiple jumps are available.
- Kinging: When a checker moves to the row closest to its opponent's end of the board that piece becomes a king and ends the turn. Kings can move more than one square at a time. Kings can also only move in a diagonal direction.
- Checker (A) can jump an opponent's checker (B) when (B) blocks the legal movement of (A) and there is an empty square just beyond (B). After a jump if the jumping checker may make another legal jump, it must do so.