



JUMBO CHECKERS RULES

For 2 players
Ages 6 and up

Object:

Try to capture all of your opponent's checkers or block them so they cannot move on the mat.



Contents:

Vinyl mat, 24 checkers, label sheet.

Set-up:

Place one Little Miss Daredevil label on each of the blue checkers and a Little Miss Sunshine label on each of the red checkers. One player takes the set of Little Miss Sunshine checkers; the other takes the Little Miss Daredevil checkers.

Each player places her 12 checkers on the blue squares of the first three rows on opposite ends of the board.

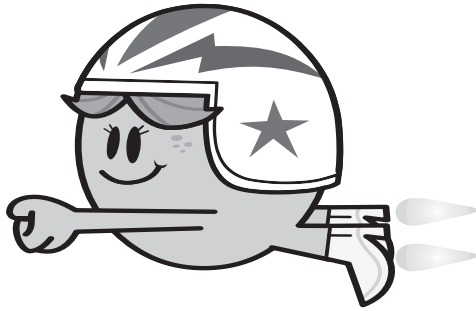
Playing:

Starting with the youngest player, each player takes a turn moving one of her own checkers diagonally forward. Try to "capture" your opponent's checkers by jumping over them with one of your own checkers. You can do this as long as the square directly behind your oppo-

ment's checker is vacant.

When a player moves her checker to the last row on the opposite side of the board, that checker becomes a king. The king is "crowned" by placing another checker on top of it. A king may move diagonally forward or backward.

You are allowed to jump as many of your opponent's checkers on the same move if there are vacant squares diagonally behind each one. When there is a jump available the players must take it.



We appreciate your comments on Little Miss Checkers.
Please send your correspondence to:

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