

Checkers - Reading

- Checkers is a two player game, with each player sitting opposite each other. Each player needs 12 counters of a different colour to their opponent.
- To begin, each player places their 12 counters on the black squares along the first three rows in front of them.
- Take turns moving checkers diagonally forward, one space at a time. ONLY move diagonally.
- If you land next to the other player on the diagonal and there is a blank space behind their counter, jump the opponents counter and claim that counter. Take it off the board.
- When a player reaches the opposite end of the board without having their counter taken, that counter can then move backwards or forwards along the board, but can still only move diagonally.
- The player who claims all their opponent's counters, wins.
- Next time, play using the white squares instead of the black.

