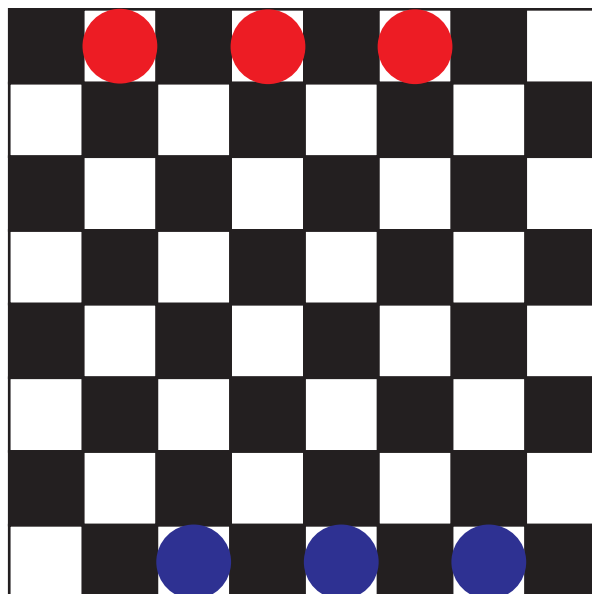## Overview:

Jump your pieces over your opponent's to build up a super-piece!

Components:

1 Checkers set (12 checkers in each of two colors, 1 8x8 grid)

Setup:

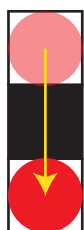Arrange three checkers of each color on the grid according to the diagram below:

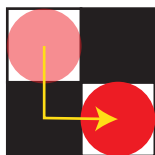Randomly select one player to go first.

Play:

Players alternate taking turns, starting with the player chosen to go first.

On your turn you may move **some, all, or none** of your pieces.
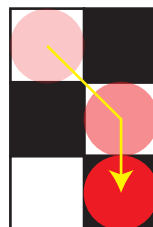
Each piece may move up to two squares, but may not move diagonally.

OK! OK! NO!

Pieces may move over friendly and enemy pieces, so long as they end in an open space.

Whenever a piece passes over an enemy piece, stack one of your extra pieces on the jumping piece. Do **not** remove the opponent's piece--in this game, you never take enemy pieces off the board.

Each extra piece stacked on top allows that piece to move one extra space in all future turns.

(For example, with two pieces stacked on top the piece would move up to 4 spaces, not 2.)

If any of your pieces are along any edge at the start of your turn, you must move them so that they are not along an edge at the end of your turn, if possible.

Winning:

You win when any of your pieces has three pieces stacked on top of it.