



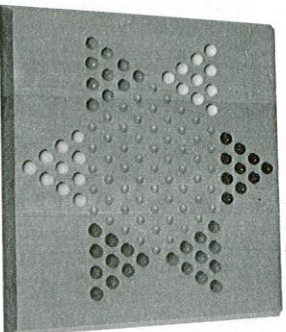
BEREA COLLEGE CRAFTS

(800) 347-3892

PO 2217
Berea, Kentucky 40404

(859) 985-3220

Chinese Checkers



#6004

This is a game that can be played by two to six persons. If only two players are engaged, the marbles should be in points directly opposite each other. If three or more are playing, they may start from any point and move to the point directly opposite the original starting point.

The object of the game is for each player to move his or her marbles as rapidly as possible to the opposite point in the star.

Rules

One marble at a time can be moved one space at a time, straight ahead or sideways, but never backward.

Players can also jump over either their own or their opponents' marbles, as long as there is a vacant space beyond the marble being jumped over. This advances a player's marble two spaces, so it is strategically important to jump whenever possible. It is also a good strategy to keep your marbles well-bunched, not permitting "stragglers."

Unlike conventional checkers, no marbles are ever removed from the board.

If four, five or six players participate, each person uses 10 marbles, as illustrated in the photograph. If only one, two or three people are playing, the players should use 15 marbles instead.

The game is won by the player who successfully moves his or her marbles to the opposite side of the board.

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