

## Getting “Kinged”

1. If a piece reaches the last row on the other side, it is now “Kinged.” Grab one of the pieces that have already been removed from the board and place it on top of the new King, making sure to turn over the top piece so that it’s obvious that it is a King. If there are no extra pieces to King with, just flip your piece over. Once a piece gets Kinged, it can now move diagonally forward OR backwards!



## Strategy for the Game

1. Keep your pieces on the front rows (rows closest to you) full if possible, to stop your opponent from jumping your pieces and easily getting a King.
2. If possible, try to get a King so that you can more easily jump your opponent’s pieces.
3. Although in general you should avoid allowing your opponent to jump your pieces, you may want to allow your opponent to jump your piece if it allows you to jump some of his pieces. And remember, if a jump can be made, it must be made. Make this part of your strategy.

## Winning the Game!

If your opponent no longer has any pieces left on the board or cannot make a move because his pieces are blocked, you win the game!

For 2 Players  
Ages 5+



# Chanukah Checkers

• Magnetic Game •

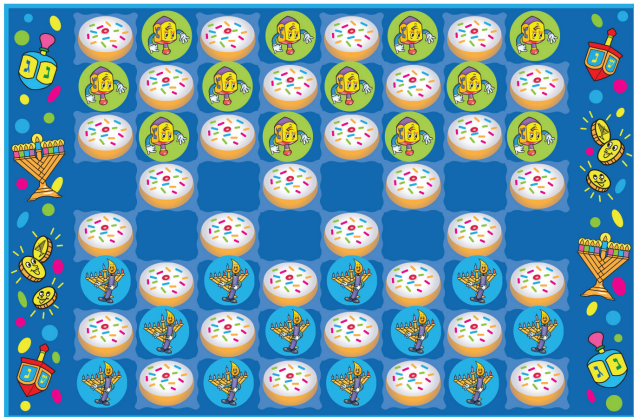
*Included....*

- Magnetic Game Board
- 24 Magnetic Checkers
- Instruction Booklet



## Getting Started

1. Separate the dreidel pieces from the menorah pieces. Each player should now choose which pieces to play, either dreidel or menorah.
2. Each player should now place his pieces on the game board, on the plain squares which have no donuts, filling the first three rows on his side of the game board. Make sure that all of the pieces are placed “Crown Side” down.



## Playing the Game

1. The dreidel player moves first. Each side takes one turn at a time.
2. Each player can only move on the squares which have no donuts.
3. Pieces move diagonally and forward only. Once a piece gets “Kinged”, then it can move forwards or backwards.
4. Each move can only be one space at a time unless a jump is involved.

## Making a Jump

1. To jump (and capture your opponent’s piece), you must jump over it diagonally and land on an empty square.
2. When your opponent’s piece or pieces are jumped, remove these pieces from the game board.
3. Multiple jumps with the same piece can be made in a single turn, as long as the piece lands on an empty square in between jumps.
4. If a player can make a jump, he must make the jump.

