

# LEGO® DUPLO® Checkers

## Instructions

### COMPONENTS

- Game board
- 24 LEGO® DUPLO® bricks (12 yellow, 12 blue)

### SETUP

- Place the yellow and blue LEGO DUPLO bricks on opposite sides of the game board. Place the bricks on the blue spaces only, starting from the outermost rows. Each player should end up with three rows of four bricks.

### OBJECT OF THE GAME

Capture all of your opponent's LEGO DUPLO bricks or block your opponent so that s/he cannot move.

### PLAYING THE GAME

1. Checkers is played on the blue squares only.
2. The youngest player (Player 1) goes first, moving any one of his/her LEGO DUPLO bricks forward diagonally one square.
3. Player 2 then moves one of his/her bricks and play continues to alternate between the two players.
4. **JUMPING:** If a brick of one player is diagonally next to one of the opponent's bricks and the square beyond the opponent's brick is empty, the player can jump the opponent's brick, picking it up and placing it to the side of the game board. It may be possible for a player to jump many times in a row with the same brick, capturing several of the opponent's bricks.
5. If a brick reaches the last row on the opposite end of the board, then it becomes a **KING**.
  - a. When a player reaches the last row of the board with one of his/her bricks, the player takes one of his/her previously jumped bricks from the side of the board and stacks it on top of the LEGO DUPLO brick which made it to the last row. This double brick is now a **KING**.
  - b. A king is allowed to move and jump diagonally both backwards and forwards. Kings can be jumped like any other piece.

### WINNING THE GAME

A player wins by capturing all of his/her opponent's bricks, or by blocking him/her so that s/he cannot move.