

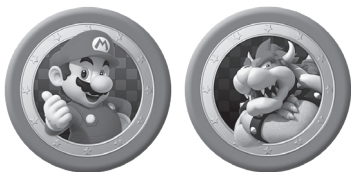
SUPER MARIO™ **CHECKERS**



Checkers Rules

SUPER MARIO™ CHECKERS

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PLAYERS:

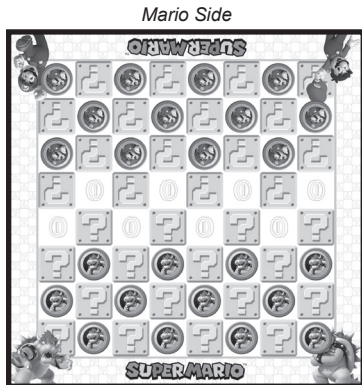
Two players
Ages 6+

CONTENTS:

- 1 Super Mario Game Board
- 12 Mario Checkers
- 12 Bowser Checkers

SETUP:

Place 12 checkers on the Coin squares of the first three rows on your side of the game board.



Bowser Side

OBJECT:

The object of the game is to capture all of your opponent's checkers or block them so they cannot move. Checkers are captured by jumping over your opponent's checker when there is a vacant square diagonally behind it.

PLAY:

You may move your checker diagonally, forward only, one move per turn, while attempting to capture your opponent's checkers by jumping. You may jump as many of your opponent's checkers on the same move as there are vacant squares behind each. Place each checker that you've jumped over off to the side. (Save these checkers for "Kinging".)

When your checker reaches the last row of your opponent's side, it becomes your "King," and your opponent adds a checker of the same color on top of your "Kinged" piece. Kings may move diagonally in either direction, forward or backward.



Checker



Kinged Checker

WINNING THE GAME:

The player with the last checker(s) on the board wins.

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We will be happy to hear your questions or comments about this game. Write to:

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