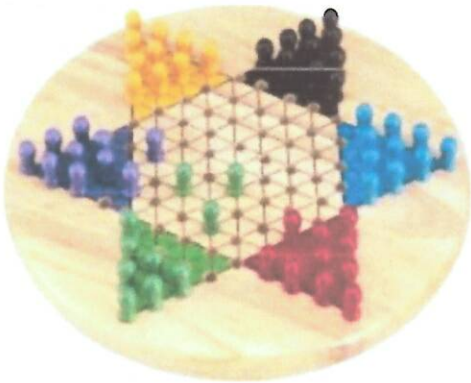


Hey! Play! Chinese Checkers Instructions



Object: Be the first player to move all ten of the same color pegs across the board into the triangle opposite your starting triangle. The first player to occupy all 10 destination holes in the opposite triangle wins.

Preparation: Can be played by two, three, four or six players, and each player chooses a triangle color. If there are two or four players, play starts in pairs of opposing triangles. In other words, for a two-player game the triangle of Player A should be directly across from the starting triangle of Player B. For a

four-player game, two sets of these opposing triangles should be used. If playing with three players, play every other triangle, so there should be an empty triangle between the starting triangles of each player. For triangles not in play, you can leave the pegs in, or take them out so those holes can be used during play.

Playing: Begin with all 10 pegs of each color in their respective color triangle. Players take turns moving a single peg of their own color, with the goal of moving all your pegs into the triangle directly across from your starting triangle. In one turn, a peg may be simply moved into an adjacent empty hole OR it may make one or more hops over other pegs. Pegs can move in any direction: side to side, forward or backward.

Hopping: When a hopping move is made, each hop must be over an adjacent peg and into a vacant hole directly next to it. Each hop may be over any colored peg including the player's own, and can proceed in any direction. You can continue to hop over as many pegs as you want during a single turn, as long as you only move one peg. Each peg you hop over must be directly adjacent to your peg's current location. This is the only way to move a peg more than once during a turn, and makes it possible to hop your way across the entire board in one turn. Do not remove pegs from the board once they have been hopped over. Once you move one of your pegs into the opposing triangle, you cannot move it out of the triangle for the rest of the game. You can move it within that triangle, though. Pegs that are moved into other triangles can still be moved out.

Winning: The winning player is the first person to move all his pegs into the triangle directly across from his starting triangle. You can stop there, or continue playing until every player has filled his destination triangle.

Blocking: You can block a player from winning by occupying one of their holes in his destination triangle. You can establish rules that state a player who is prevented from moving a peg into a destination triangle can swap that peg with the one blocking it, OR that if one or more filled holes in an occupied triangle are filled with other players' pegs, these pegs actually count toward the blocked player's victory. If that player has filled all the non-blocked holes in his destination triangle, he wins.



WARNING:

CHOKING HAZARD--Small parts

