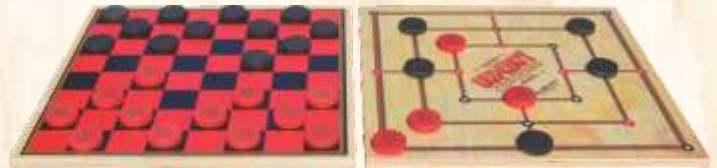


COWBOY CHECKERS

*also known as
Nine Men's Morris!*

Maple  Landmark®
1297 Exchange Street, Middlebury, VT 05753



Standard checkers instructions on reverse.



Play classic checkers or cowboy checkers!

Overview

Two players, each with nine pieces, or “cowboys,” try to form a posse — three of their own pieces in a straight line either horizontally or vertically. Pieces are placed only on the red/blue spots, the color is not relevant to play. Creating a posse allows that player to remove an opponent’s “cowboy” from the game. A player wins if the opponent is left with no legal moves or when the opponent has lost all of their pieces.

STEP 1: PLACING COWBOYS

Cowboy checkers starts on a cleared board and each player has nine red or black “cowboy” checkers. The players decide who plays first, and then take turns placing their cowboys, one per turn on any empty point. If a player is able to place three of his pieces in a straight line, a posse is formed and he removes one of his opponent’s pieces from the board. Any piece can be chosen for the removal, except pieces in an opponent’s posse are safe if others are available.

STEP 2: MOVING COWBOYS

Once all the cowboys have been placed, players continue to alternate moves, this time moving a piece

to an adjacent point. A cowboy may not “jump” another piece. Players continue to try to form posses and remove their opponent’s pieces in the same manner as in step one. A player may break up their own posse by moving one of the pieces out of an existing posse, then moving the piece back to form the same posse again, each time removing one of his opponent’s pieces. When one player is down to only three cowboys, step three begins.

STEP 3: “JUMPING”

When a player is reduced to only three pieces, there is no longer a limitation of moving to only adjacent points. The player’s cowboy may jump from any point to any other vacant point.

WINNING THE GAME

Once a player has less than three pieces, they cannot form a posse and have effectively lost. Games may also end in a draw.

STRATEGY TIPS

It is wise to place pieces in versatile locations rather than try to form posses at the beginning of the game. An ideal position is to be able to move one piece back and forth between two posses, removing an opponent’s cowboy with every turn.



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CHECKERS

INSTRUCTION SHEET

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Sturdy Elegant Classic

THE STARTING POSITION

- Pieces - Each player starts with 12 pieces of one color, red or black. There are two classes of pieces: "men" and "kings". Kings are differentiated as consisting of two normal pieces of the same color, stacked one on top of the other.
- Starting position - Each player starts with their pieces on the dark spaces of the three rows closest to his own side. The row closest to each player is called the "crownhead" or "kings row". The player with the darker colored pieces moves first.

HOW TO MOVE

There are two ways to move a piece:

- A simple move involves sliding a piece one space diagonally forwards to an adjacent unoccupied dark square.
- A jump is a move from a square diagonally adjacent to one of the opponent's pieces to an empty square immediately and directly on the opposite side of the opponent's square, thus "jumping directly over" the square containing the opponent's piece.

An uncrowned piece may only jump diagonally forwards, kings may also jump diagonally backwards. A piece that is jumped is captured and removed from the board. Multiple-jump moves are possible if when the jumping piece lands, there is another immediate piece that can be jumped; even if the jump is in a different direction. Jumping is mandatory - whenever a player has the option to

jump, he/she must jump. When multiple-option jumping moves are available, whether with the one piece in different directions or multiple pieces that can make various jumping moves, the player may choose which piece to jump with and which jumping option or sequence of jumps to make. The jumping sequence chosen does not necessarily have to be the one that would have resulted in the most captures; however, one must make all available captures in the chosen sequence. Any piece, whether it is a king or not, can jump a king.

KINGS

If a player's piece moves into the kings row on the opposing player's side of the board, that piece is said to be "crowned" (or "kinged"), becoming a "king" and gaining the ability to move both forwards and backwards. If a player's piece jumps into the kings row, the current move terminates; having just been crowned, the piece cannot continue on by jumping back out (as in a multiple jump), until the next move. A piece is normally "crowned" by placing a second piece on top of it; for pieces with an engraving on one side the player may simply turn the piece over, further differentiating Kings from ordinary pieces.

HOW THE GAME ENDS

A player wins by capturing all of the opposing player's pieces or by leaving the opposing player with no legal moves. The game ends in a draw, if neither side can force a win.

Good luck!



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