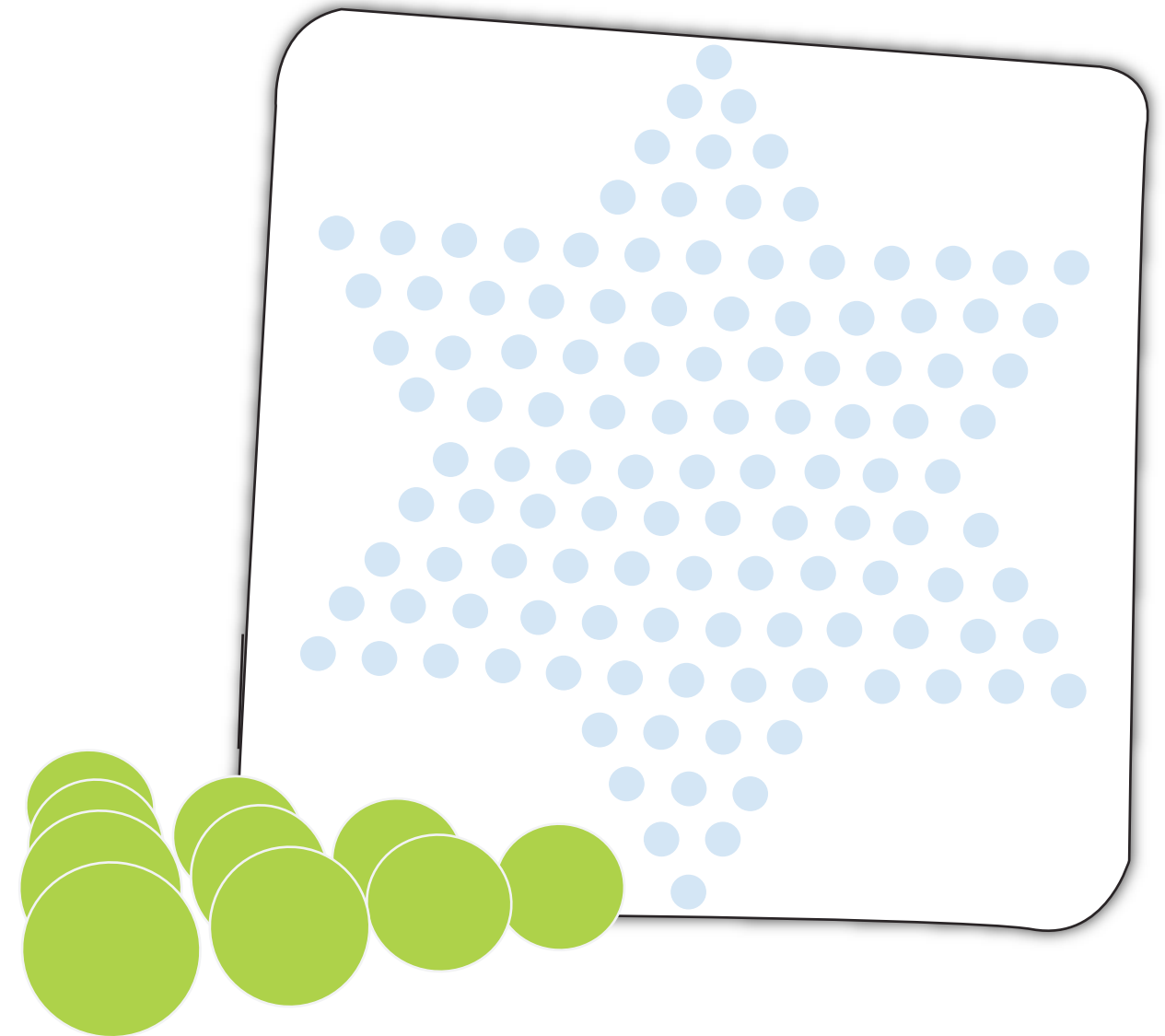
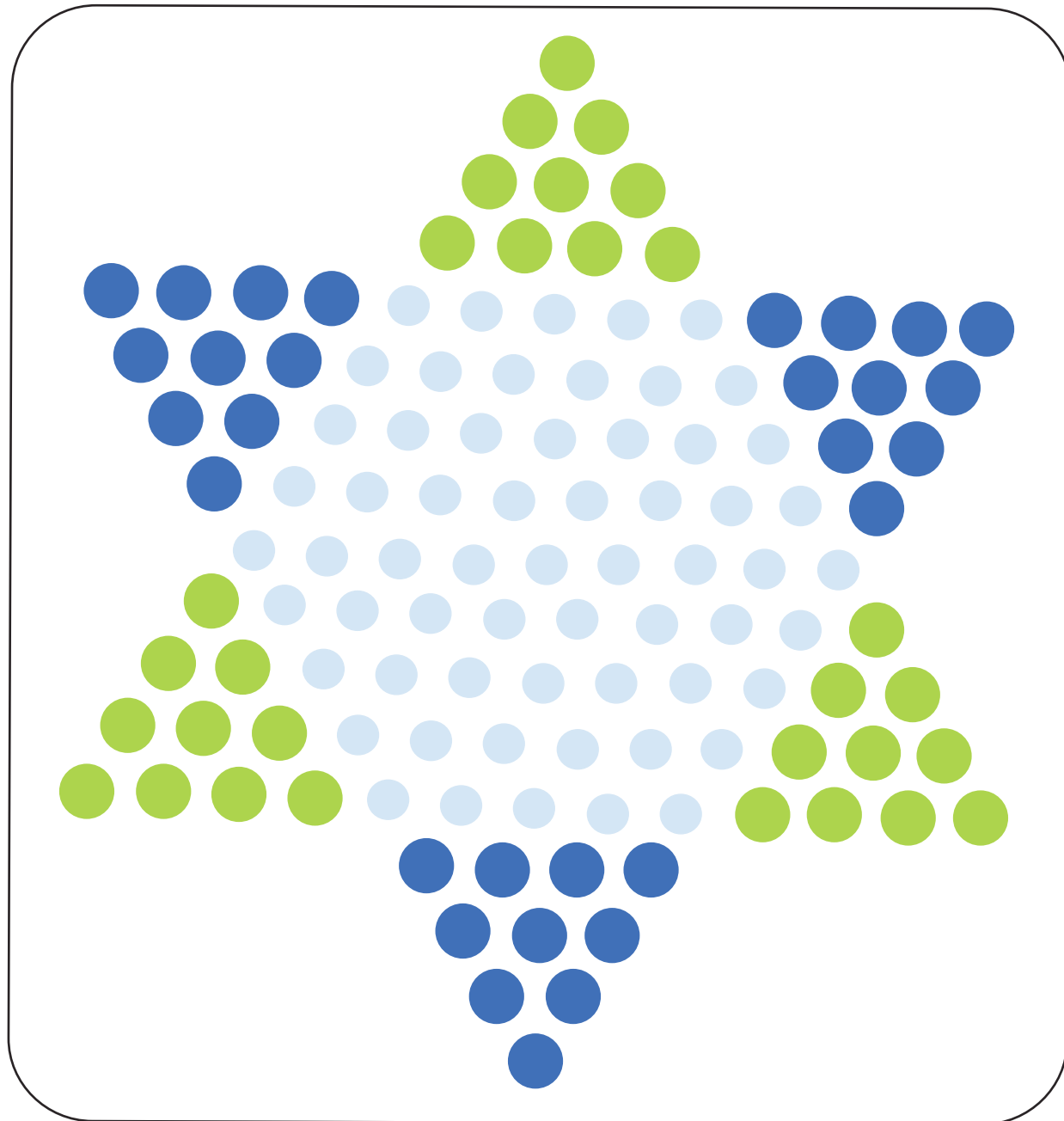


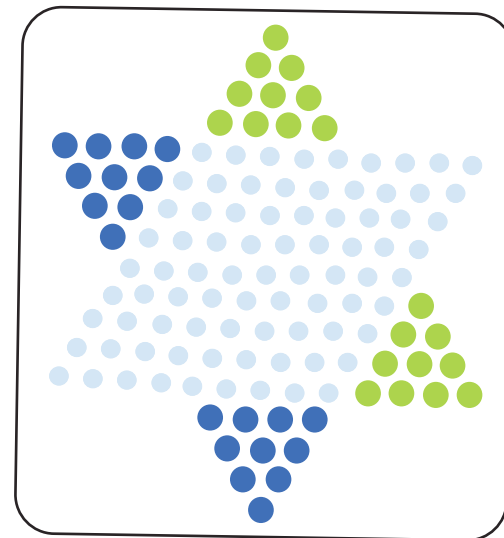
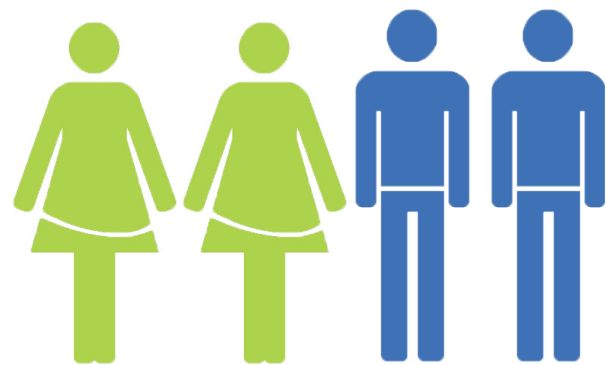
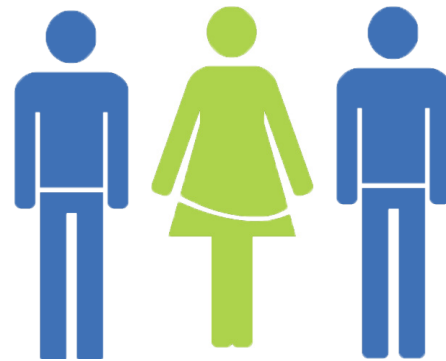
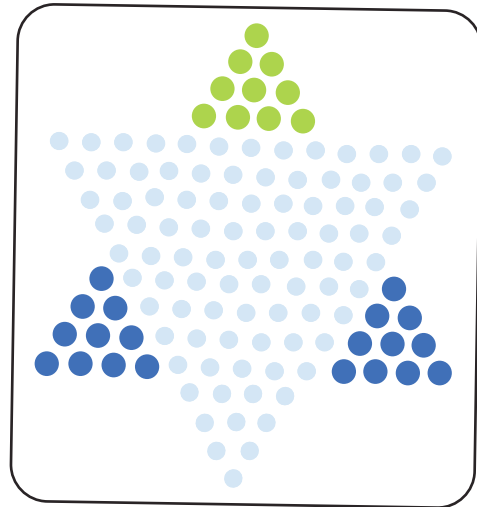
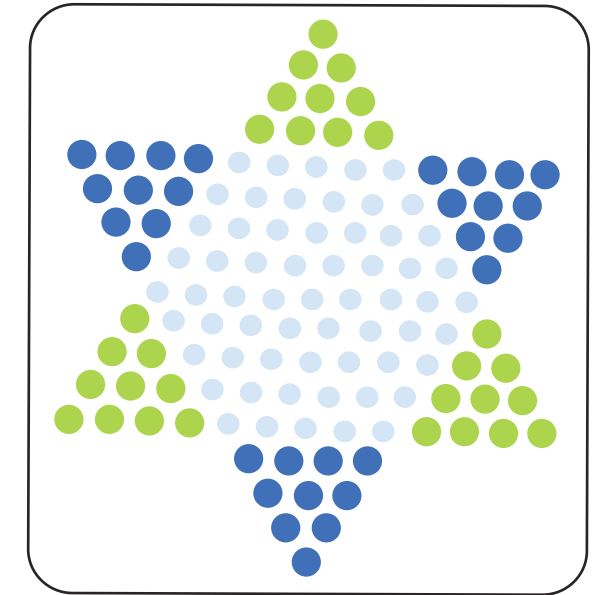
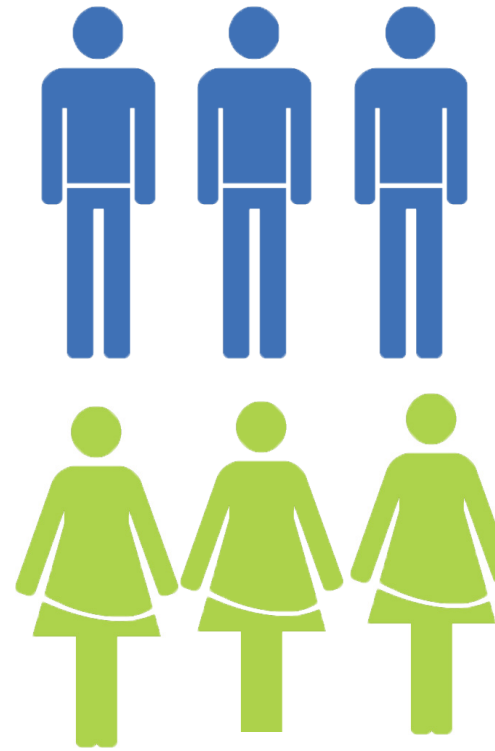
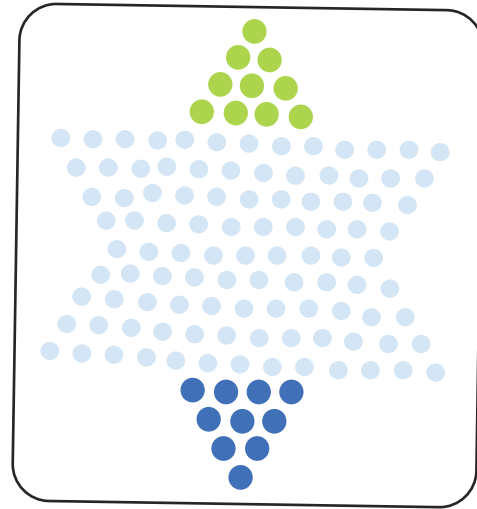
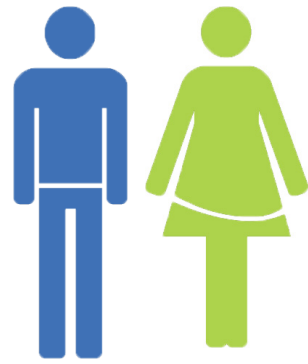
Chinese Checkers



Equipment

The Chinese Checker board is in the shape of a 6 pointed star. Each point of the star is a triangle consisting of 10 holes. Each triangle is a different color to distinguish each player.

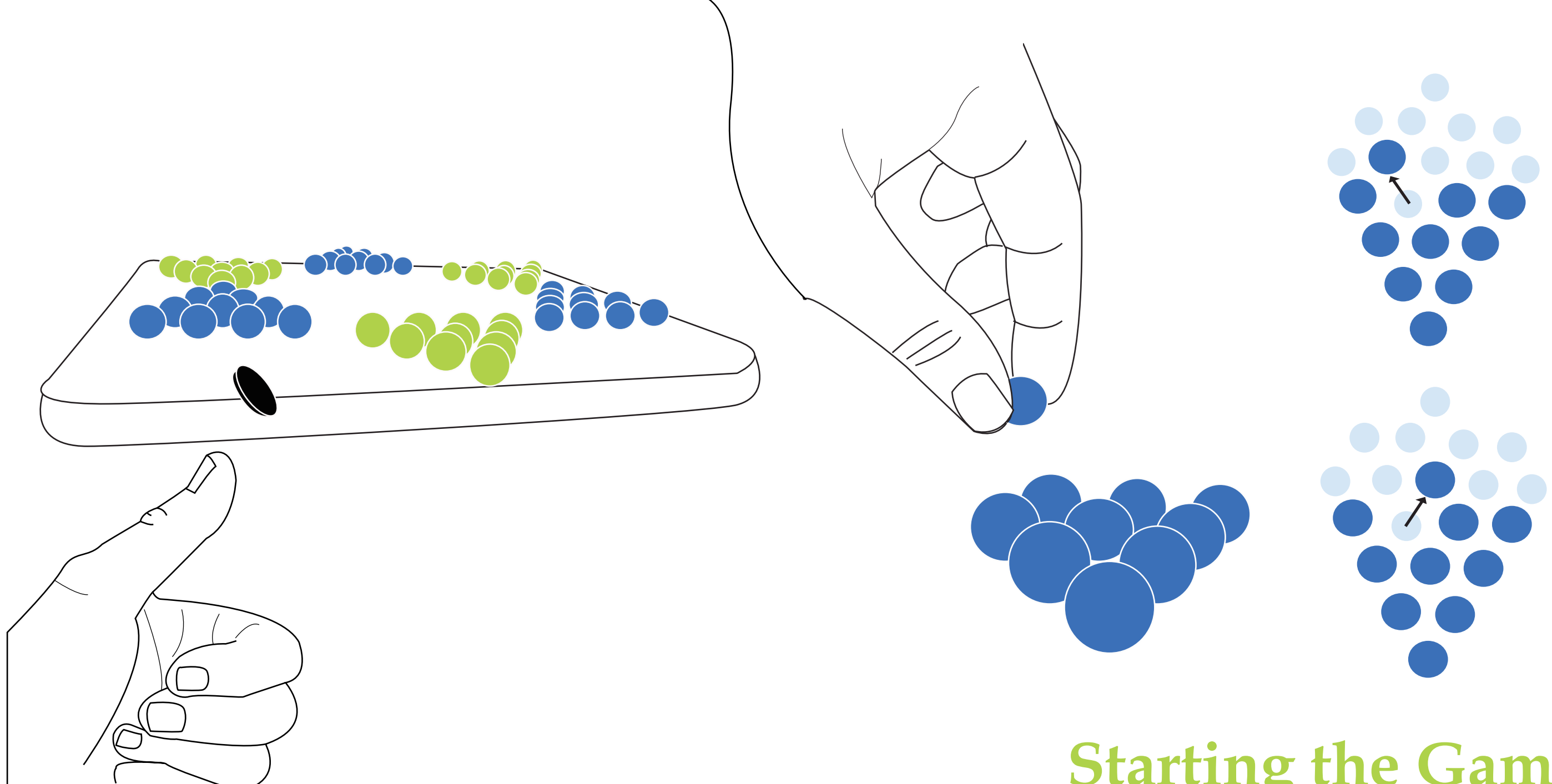
There are 6 sets of different colored marbles to correspond to the colored points of the star.



Setting Up the Game

Number of Players:

Chinese Checkers can be played by 2, 3, 4, or 6 players. Each player chooses a set of colored marbles to set up their triangle.



Starting the Game

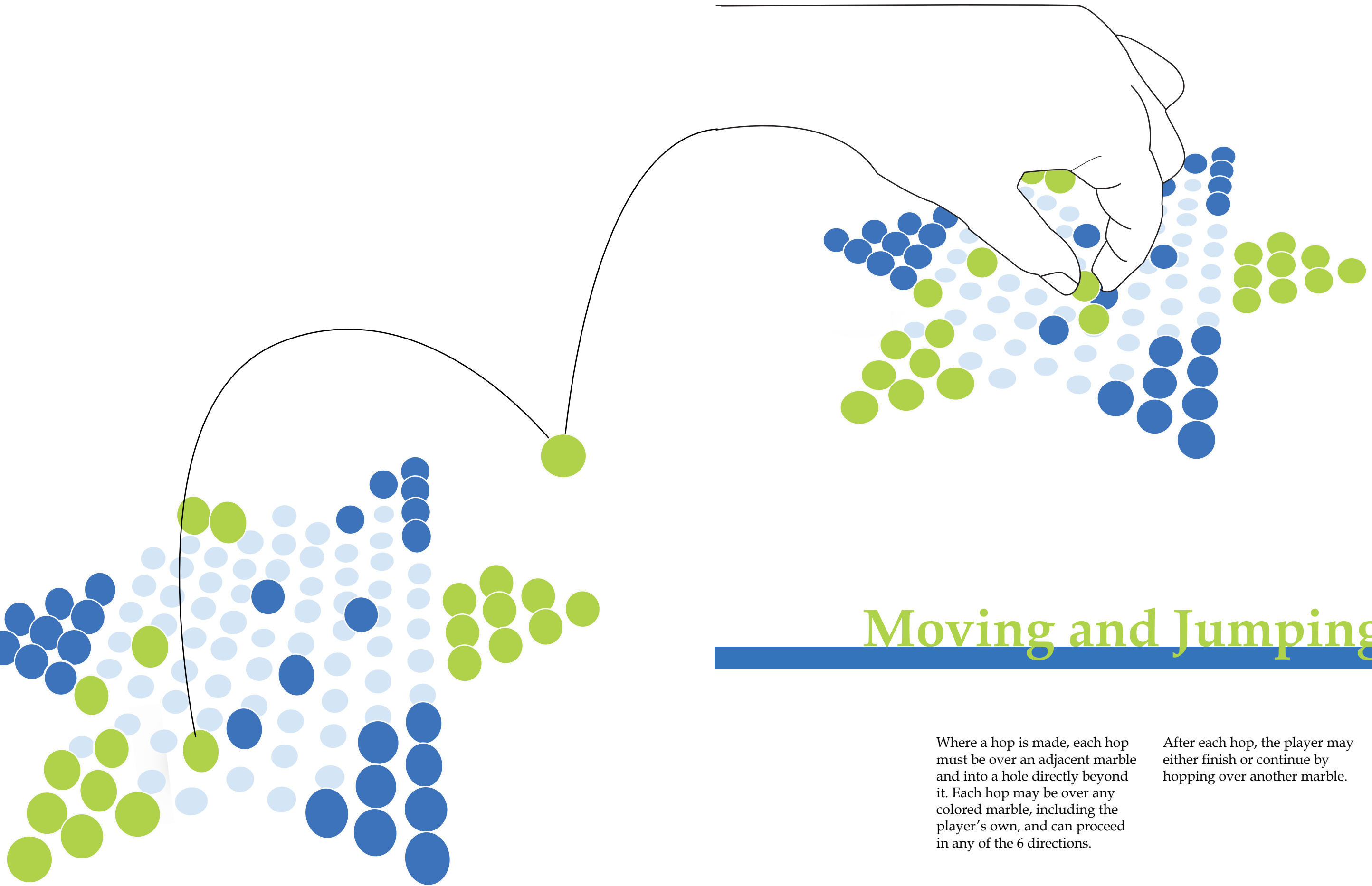
Objective:

The aim of the game is to be the first player to move all 10 of their marbles across the board and into the opposite triangle.

Play:

If it is a two player game a toss of a coin decides who starts. If there are more than 2 players the oldest player goes first and then the player to their right follows. Players take turns to move a single marble of their own color.

In one turn a peg may either be moved to an adjacent hole or it may make one or more hops over other marbles.

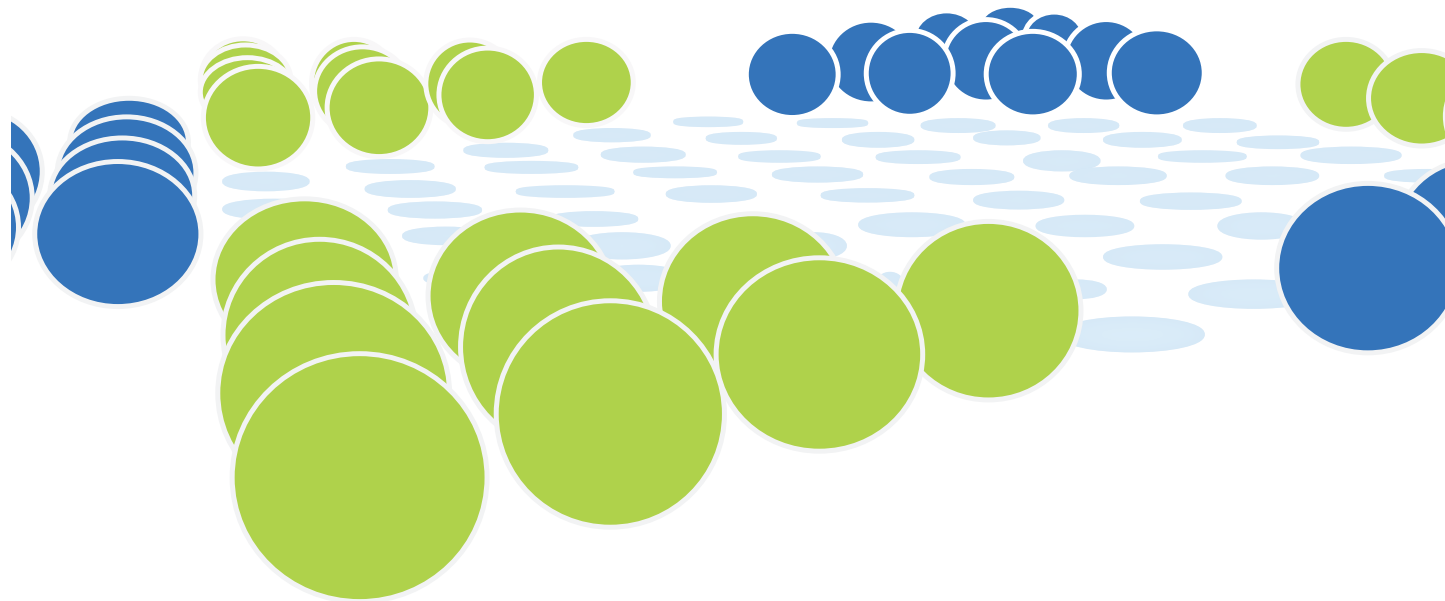


Moving and Jumping

Where a hop is made, each hop must be over an adjacent marble and into a hole directly beyond it. Each hop may be over any colored marble, including the player's own, and can proceed in any of the 6 directions.

After each hop, the player may either finish or continue by hopping over another marble.

Tips and Strategies



Opening Moves:

If you watch good chinese checkers players or computerized chinese checkers players, you will notice that they almost always start the game by moving one of the two marbles located at the ends of the front row. This marble may be moved one space outward or, more commonly, inward toward the center of the board.

Watch out for Stragglers:

When advancing your marbles, move them as a group. Generally you will find that you will have more jumping opportunities and will advance faster this way. Always look to jump your last marble forward so it doesn't get left behind.

Blocking your Opponent:


Even though you are permitted to make as many jumps during a turn as is possible, sometimes it is to your advantage not to make all of the available jumps. This is especially true when you have the opportunity to block your opponent.

Finishing the Game

How to Win:

The first player to move all 10 marbles into their destination holes is the winner.

If a player is prevented from moving a marble into a hole in their destination triangle because of the presence of an opponent's marble, the player can replace their opponent's marble with their own and place their opponent's marble where their marble was.



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