

TRAPDOOR CHECKERS

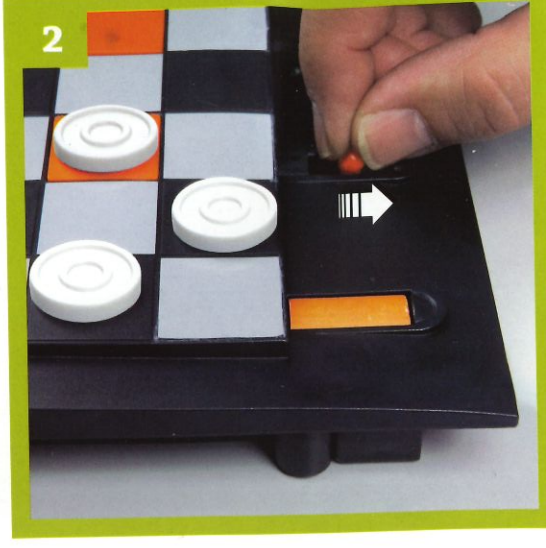
RULES OF PLAY



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 yrs.





GB USA RULES OF PLAY

A game of checkers with a surprising twist, where players can make their opponents' pieces disappear through trapdoors.

- PLAYERS:** 2 players age 7 and up.
- CONTENTS:** 26 pieces (13 white and 13 black, of which 1 white spare and one black spare), 1 game board, and rules.
- OBJECT OF THE GAME:** To eliminate all of the opponent's pieces or make the opponent surrender by forcing him into a position where he is unable to make any move.
- SET UP:** Place the board between the two players so that the knobs are to the right and left of the players. All the knobs must be "clicked" in the centre position so that all 8 trapdoors are closed. The board is set up like a traditional game of Checkers. Divide the pieces between the players so that one player has 12 white and the other 12 black pieces. The players then place one piece on each black square in the first three rows like in regular Checkers.
- PLAYING THE GAME:** The game is played according to the regular rules of Checkers with the addition of the trapdoors (for regular Checkers moves see below). The Black player starts the game by spinning the randomizer. Throughout the game players must spin the randomizer at the start of each turn, unless one of their pieces is forced to capture an opponent's piece. Capturing should always be a priority.

Randomizer shows Black: The player moves one piece following the regular rules of Checkers.

Randomizer shows green: The player must activate one of two green trapdoors by moving the corresponding green knobs one position to the left or right, either opening a trap door or closing a previously opened one. If the resulting move causes a piece to disappear, then that piece is lost for the remainder of the game. The trapdoor is left open and that player's turn is over.

Randomizer shows orange (See fig. 1): The player must activate one of two orange trapdoors by moving the corresponding orange knobs one position to the left or right, either opening a trapdoor or closing a previously opened one (See fig. 2). If the resulting move causes a piece to disappear, then that piece is lost for the remainder of the game. The trapdoor is left open and that player's turn is over (See fig. 3).

REGULAR CHECKERS MOVES: On each turn, players can move only one piece. The piece can only be moved one square forward in a diagonal direction, to the right or to the left, using only the vacant black squares.

Non-Capturing Move - moving the piece ahead diagonally one square to the next vacant square.

Capturing Move - A piece is "jumped" over an opponent's piece - standing on a square immediately next to it - to the vacant square diagonally beyond the piece being captured. If the capturing piece is then in a position to jump over and capture a second piece, it must do so and so on. The player can make as many jumps as possible either to the left or to the right, changing directions but only in a forward direction and only to vacant squares. The player cannot jump over his own pieces. Once a piece has been captured, it is removed from the board. If, before spinning the randomizer, the player is in a position to capture an opponent's piece, he must do so, even if the jump puts him in a disadvantageous position or causes his piece to

fall through an open trapdoor.

THE KING:

If it is possible to capture more than one piece on different paths, the player can choose which path to take.

Once a piece has reached the opposite edge of the board, that piece is "crowned" as a king by placing a second piece on it. (Use the reserve piece or one that has been removed from the board; the pieces are made to stack.) This crowning ends a player's turn even if the newly crowned king is in a position to capture an opponent's piece. The king must wait for his next turn before moving. The king can move in any diagonal direction forward or backward, one square to the next black vacant square.

The king can capture in all diagonal directions by jumping over an opponent's piece next to him and to the vacant square diagonally beyond the piece being captured. When the king can capture he must do so. The king cannot jump over his own pieces.

**THE WINNER -
END OF THE GAME:**

A player wins the game when he has captured all of the opponent's pieces or makes the opponent surrender by forcing him to a position where he cannot make any move.

NEW GAME:

Exchange colors, black will play white and vice versa, and start all over again.

**GAME VARIATIONS
AND TIPS:**

Trapdoor variations : as a variation on the above both players can decide to close the trapdoor again immediately after it has been opened.

Randomizer shows orange/green : The player must activate one of two orange/green trapdoors by moving the corresponding orange/green knobs one position to the left or right, opening a trapdoor and then closing it again. If the resulting move causes a piece to disappear, then that piece is lost for the remainder of the game.

The following variations are played by Continental European players:

White will always start the game. Capturing the opponent's piece is allowed in all directions, forward and backward. The king is called the queen and is allowed to move in any diagonal direction forward or backward and jump over as many empty spaces as a player wishes in a straight diagonal line to any vacant black square. When the queen can capture she must do so.

If capturing of more pieces in different paths is possible, players must choose the path with the maximum number of captures.

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