

YANKEE DOODLE SERIES      COPYRIGHT 1904 BY McLOUGHLIN BROS. NEW YORK

RULES FOR PLAYING

YANKEE DOODLE CHECKERS

For Two Players

THE BOARD is divided into squares. Only those colored Red White and Blue are used in playing (including those squares diagonally between the two lines of Blue squares).

IMPLEMENTS consist of two sets of twelve men colored red, white and blue.

THE OBJECT of the game is to see which player can place his men on the opposite side of the board by a series of moves and jumps and to correspond in color as for instance red upon red etc.

MOVING. Each player in turn moves or jumps one man each turn. All moves are made corner-wise.

A move can be made Backward or Forward (diagonally) in any direction in which there is a vacant space. The object of moving is to get to the opponents side by moving forward. But a backward move may sometimes be an advantage.

JUMPING. If a player finds his opponents' man on a space diagonally in front of his own with a vacant space just beyond he must jump his piece over the opponent to the vacant space beyond. A jump can be made only in a forward direction (never backwards) and only one man can be jumped over at a time.

A jumped man is not taken from the board.

If there is more than one chance to jump the player takes his choice and if there is only one chance you can compel your opponent to jump in preference to his moving.

TO WIN THE GAME! The player who first gets his men to the opponents side of the board, and on to their proper colors, wins the game.

To make it interesting the loser may be requested to continue moving (counting each move) until he covers his space and counts each move as a point against him.

To prevent a game from being prolonged it is not allowable for a player to blockade all his opponents men. One space must always be left open.

PUBLISHED BY

McLOUGHLIN BROTHERS

New York