

GAME OF
THE RACE OF THE TURTLES AND THE HARES

For two players

(three ways to play the game)

DIRECTIONS:

OBJECT - TO GET ALL CHECKERS FROM ONE SIDE OF THE BOARD IN THE ILLUSTRATED SQUARES TO THE OPPOSITE SIDE.

GAME #1 - Place the twenty-two red and the twenty-two black checkers on the squares with the illustrations in them.

First player shakes dice and moves either one or two men diagonally across the board toward the opposite side. If one man is moved add the spots on the two dice and take that many diagonal steps. If two men are moved then move one man the number of steps as indicated on one die and the other man the number on the other die.

Player may jump either his own or his opponent's men

Do not count the square on which the man stands when jumping him.

Player first reaching opposite side of board with all his men wins the game.

GAME #2 - Play as above except player does not jump his own men

GAME #3 - Play the same as regular checkers except that dice are used for moves.

Men landing on the opponent's farthest row of illustrated squares are crowned and are played as in regular checkers.

When all the men of one player are off the board the player with men left is the winner.

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15 x 15 checkerboard with 3 rows turtles + 3 rows rabbits