



Palace Pets Checkers

Need: ● Scissors ● Printer ● Card stock ● Glue or Tape

How to make:

Print on Cardstock

Cut out each token. Be sure to keep the front and back connected.

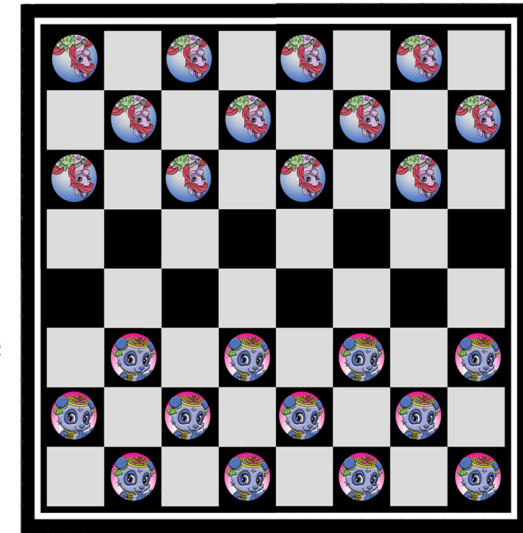
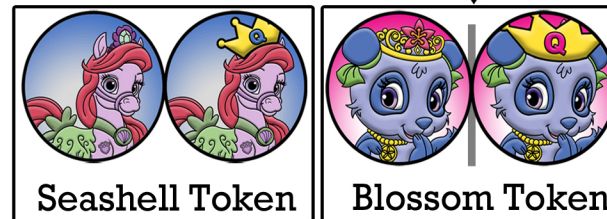
Fold the tokens along the dotted line with color sides facing out.

This will form a two-sided token: 1 with a crown and 1 without a crown.

Glue together

Cut out the four board pieces.

Tape or Glue together to form a complete board.



How to play

1. Flip a coin to see who goes first. The person who goes first is the Seashell Pony token.
2. The Seashell token sets up their tokens by placing one on each black square in the first 3 rows
3. The Blossom player sets up their tokens by placing a token on each black square in the first 3 rows
4. There should be 12 staggered Tokens on each side of the board with two empty rows in the middle
5. The Seashell player goes first by moving one token forward diagonally onto an adjacent free black square
6. Take turns moving one token, one square forward diagonally, at a time.
7. Jump your opponent's token if it is in a square directly diagonal to your own token. There must be a free square on the other side. To do this, move your Token over your opponent's token and place it on the opposite square. Remove the token you just jumped from the board.
8. If you jump a Token and land in a position to jump another of the other player's Tokens, jump that Token as well during the same turn.
9. When your token reaches the back row on the other side of the board, turn your token around for it to be kinged. Kinged Tokens can move both forward and backward in a diagonal direction.
10. The first player to remove all of their opponent's tokens from the board by jumping them - or who blocks his/her opponent so that he/she cannot move - wins the game.



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