

Bob & Larry's Veggie Checkers

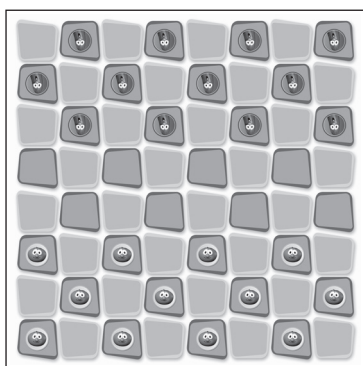
RULES

PLAYERS: 2

CONTENTS: Game board, 24 Checkers: 12 Yellow, 12 Blue, 24 Checkers Stickers: 15 Bob the Tomato Stickers, 15 Larry the Cucumber Stickers.
NOTE: There are extra stickers provided if needed.

OBJECTIVE: To Collect as many of your opponents Veggie Checkers as possible and/or block your opponent so they cannot move.

SETTING UP THE VEGGIE CHECKERS BOARD: Veggie Checkers is played on a board which is divided into 64 squares. Each player starts the game with 12 Bob the Tomato Checkers or Larry the Cucumber Checkers. The two players sit across from one another. The Veggie Checkers board is oriented so a blue (dark) square is in the bottom left corner for each player. Flip a coin to determine who gets Bob the Tomato Checkers and who gets Larry the Cucumber Checkers. Flip again to see who goes first. After the first game, alternate checkers.



To set up the Veggie Checker Board, place your Bob the Tomato Checkers or Larry the Cucumber Checkers on all 12 blue (dark) squares in the three rows closest to you, as shown at left.

Veggie Checkers uses only the blue (dark) squares. You can't move your checkers into a yellow (light) square.

HOW TO PLAY:

1. Moving the Veggie Checkers

Move your Veggie Checker forward one space diagonally in either direction to an open blue (dark) square. A Veggie Checker can only move forward. You may not land on a square that is occupied by your Veggie Checker or your opponent's Veggie Checker. Players alternate turns, making one move per turn.

2. Crowning a Veggie King

When a Veggie Checker reaches the last row of the board, he is "Kinged" or becomes a Veggie King. A Veggie King moves the same way as a regular Veggie Checker, except he can move forward or backward. To King a Veggie Checker, the opponent stacks an extra Veggie Checker of the same Veggie character on top of it.

3. Jumping a Veggie Checker

On your turn, if your Veggie Checker is next to your opponent's Veggie Checker, and the blue (dark) square behind your opponent's Veggie Checker is open, you must jump over it. After you jump your opponent's Veggie Checker, remove it from the board. You have "collected" your opponent's Veggie Checker.

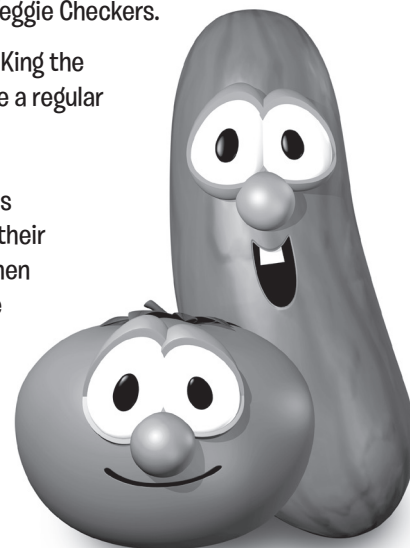
If one jump leads to another jump, you then continue with the next jump as part of the same turn. Continue in this way until all possible jumps are complete. If your Veggie Checker jumps to the last row and is "Kinged," you may not make any further jumps. Your turn is over.

Jumping is compulsory. If you have the opportunity to jump and collect an opponent's Veggie Checker, you must take it. If you have more than one capturing opportunity, you may choose whichever you prefer.

You may not jump over your own Veggie Checkers.

You can jump and collect a Veggie King the same way as you jump and capture a regular Veggie Checker.

WINNING THE GAME: A player wins the game when they collect all of their opponent's Veggie Checkers, or when they block their opponent and the opponent cannot move. Players may agree to a draw if neither player can win the game.



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