



JUMBO CHECKERS RULES

For 2 players
Ages 6 and up

Object:

Try to capture all of your opponent's checkers or block them so they cannot move on the mat.

Contents:

Vinyl mat, 24 checkers, label sheet.

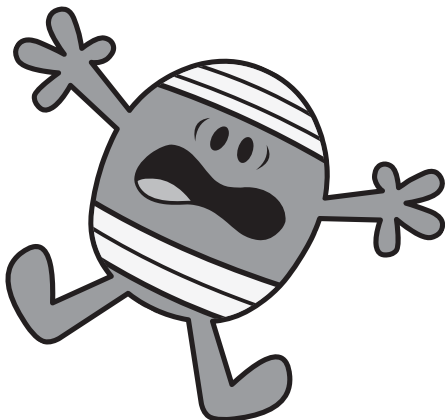
Set-up:

Place one Mr. Bump label on each of the red checkers and a Mr. Strong label on each of the blue checkers. One player takes the set of Mr. Strong checkers; the other takes the Mr. Bump checkers.

Each player places his 12 checkers on the blue squares of the first three rows on opposite ends of the board.

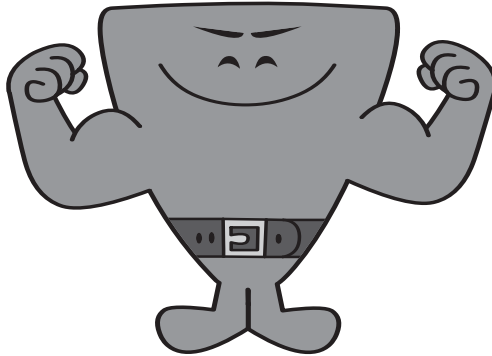
Playing:

Starting with the youngest player, each player takes a turn moving one of his own checkers diagonally forward. Try to "capture" your opponent's checkers by jumping over them with one of your own checkers. You can do this as long as the square directly behind your opponent's checker is vacant.



When a player moves his checker to the last row on the opposite side of the board, that checker becomes a king. The king is "crowned" by placing another checker on top of it. A king may move diagonally forward or backward.

You are allowed to jump as many of your opponent's checkers on the same move if there are vacant squares diagonally behind each one. When there is a jump available the players must take it.



We appreciate your comments on Mr. Men Checkers.
Please send your correspondence to:

Pressman Toy Corporation
Dept: Mr. Men
121 New England Ave.
Piscataway, NJ 08854-4126

Visit our website at:
www.pressmantoy.com

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

pressman[®]

©2009 Pressman Toy Corporation, New York, NY 10011. Made in China.

chorion
www.mrmen.com

THE MR MEN SHOW™ and DILLYDALE™ Copyright © 2009 THOIP (a Chorion company). All rights reserved.

#4565-0710