

Chinese Checkers

Before starting the game:

The players choose which colour they want to play with at the beginning of the game and set them up in opposing triangles on the board. The basic aim is to bring one's own pieces into the opponent's triangle.

Version A:

Taking turns, pieces are moved to an empty field. Jumping over one piece, either one's own or an opponent's is allowed, onto the next free space. In the course of one move several jumps can be made, one after the other.

Version B:

The moves in this version are only jumping moves so that a line of pieces has to be built up. Here, the player can jump over either his own or the opponent's single or an uninterrupted row of pieces, in one move.

Course of the game:

In both variants, changing direction of the move is allowed. It is also possible to move one's pieces back when the next turn comes around.

The winner is the player, whose pieces are all in the opponent's triangle first.