

Rules For **"CHECKORETE"** The Four-Handed
Playing Registered Checker Game

CHECKORETE may be played as partners, North and South vs. East and West, or "Cut-Throat" by four or three individual players, each playing against all openers.

The Player Pieces known as "CHECKORETES" are in four distinctive colors, one color being assigned to each player who must familiarize himself with his color.

Players place their CHECKORETES on the squares indicated by the Kings Haven crowns, behind the White (HAVEN) line. All moves are made diagonally on the dark squares, each player moving in turn, and all rules of checkers apply in CHECKORETE.

When playing a partnership game-- DECIDE BEFORE STARTING if, in the event one partner is eliminated, whether the surviving member will move alternately with each opponent, or shall move only in his regular turn. The object of the game is to capture all the opponents CHECKORETES.

The inside area of the Haven Line, 10 by 10 squares, is the field of play. CHECKORETES are moved across the Haven Line into the playing field and cannot cross a Haven Line at any other time. On reaching the last line on the other side of the playing field, CHECKORETE is Crowned and may move in any direction. Either or both opponents' CHECKORETES in line of attack must be jumped in one move. Player cannot capture partner's CHECKORETES. Speaking is prohibited during play. No jumps permitted across WHITE (HAVEN) Line.

The large square at the left of each player is his prison where captured CHECKORETES are placed.

Chess or checkers may be played on CHECKORETE Board by using the center of the playing field, 8 by 8 squares, indicated by the lighter colors.

1936

Made in U.S.A.

Patents Pending

THE CHECKORETE Company

NEW YORK OFFICE

HOME OFFICE and FACTORY

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40 HOPKINS PLACE

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Montrael

The playing surface of the Checkorete Board is Lacquered making it water-proof, and when soiled may be cleaned with a damp cloth and Ivory soap.