

# OVERSIZED CHECKERS

A two-player game in which the object of the game is to be the last player to have moves left on the board.

## Instructions:

1. Remove game pieces from game pouch and divide into 2 groups of light and dark pieces.
2. Use the game board side with the alternating black and white squares.
3. With player position across from each other, each player begins with 12 pieces placed on the 12 dark squares closest to them. 3 rows of dark squares should be covered for each player.

## How to play:

1. Players flip a coin to decide who moves first on the game board.
2. Players will alternate turns moving the game pieces diagonally on the dark squares only.
3. Single pieces are limited to single space forward moves only.
4. As a player's game piece faces the opponent's game piece, the player may 'jump' over the opponent, to an open dark square, which results in a capturing of the opponent's piece. The jumped piece is then removed from the game board. If the opportunity is available, a player may 'jump' or capture multiple opponents game pieces in a single turn with the same game piece.
5. Once a player's game piece reaches the furthest row of the game board from their side, that piece is 'crowned' with a captured game piece and becomes a King. Kings can move forward and backward.
6. The game is over when the opponent no longer has any moves left on the game board.

# OVERSIZED TIC TAC TOE

A two-player game in which the object of the game is to be the first player to get 3 of their game pieces in a row – straight or diagonally.

## Instructions:

1. Remove game pieces from game pouch and divide into 2 groups of like color.
2. Use the game board side with the 3 x 3 grid.
3. Players alternate turns until 3 of the same game pieces are in a row. If the game board is filled with no row of 3, then the game results in a stalemate.