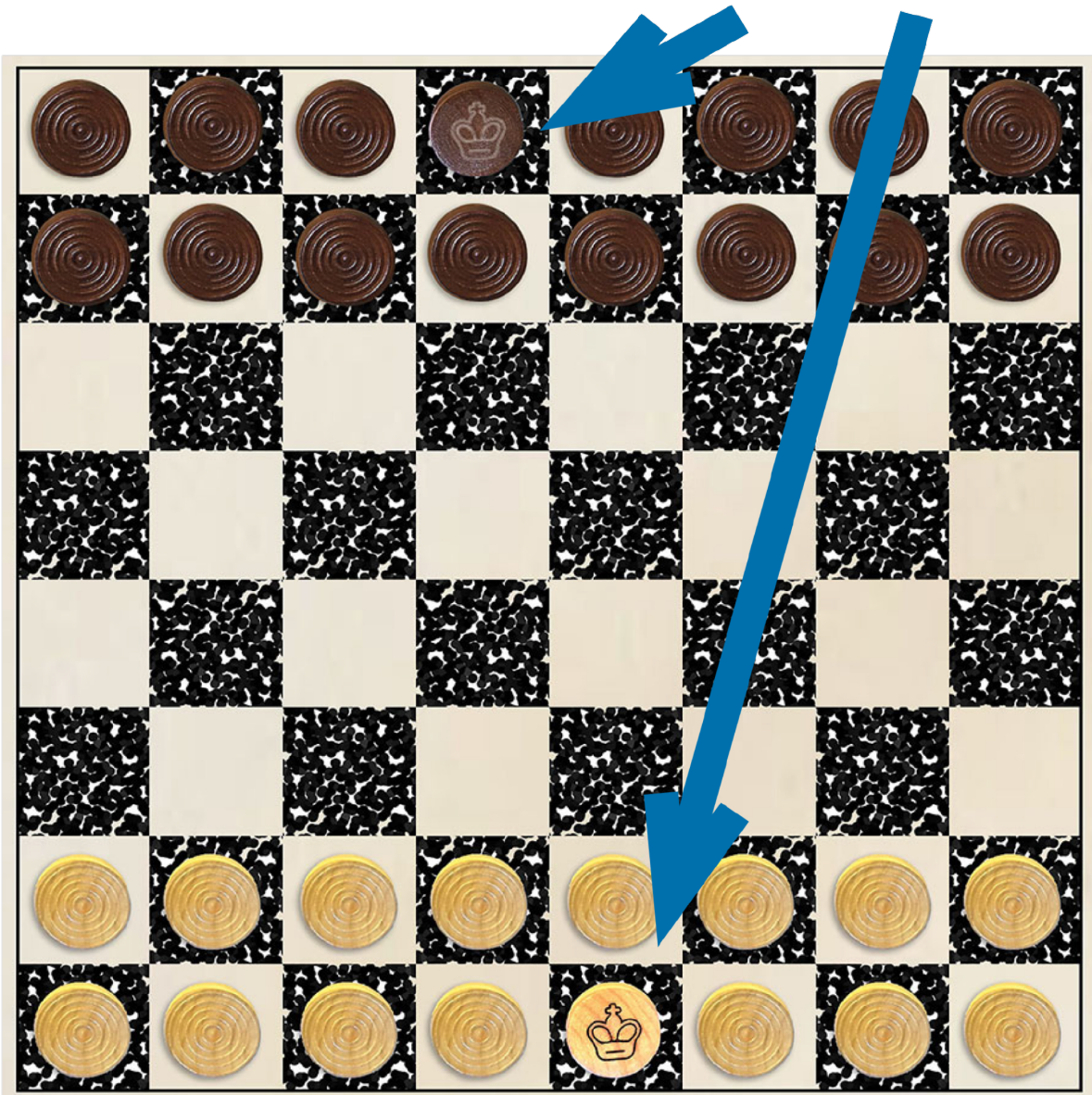




HOW TO PLAY METACHECKERS™

THE BASIC GAME

They look like ordinary checkers, but notice the KING CHECKERS on each side.



YOUR GOAL: Capture your opponent's king!

www.metadreamsllc.com
www.metacheckers.com

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This is CHESS, played with CHECKERS!
To move the checkers, you roll the dice.

First, roll the CHESS DIE. 

If it comes up as a QUEEN , ROOK , or BISHOP ,
you then roll the NUMBERS DIE



to see how many spaces to move a checker as that piece.

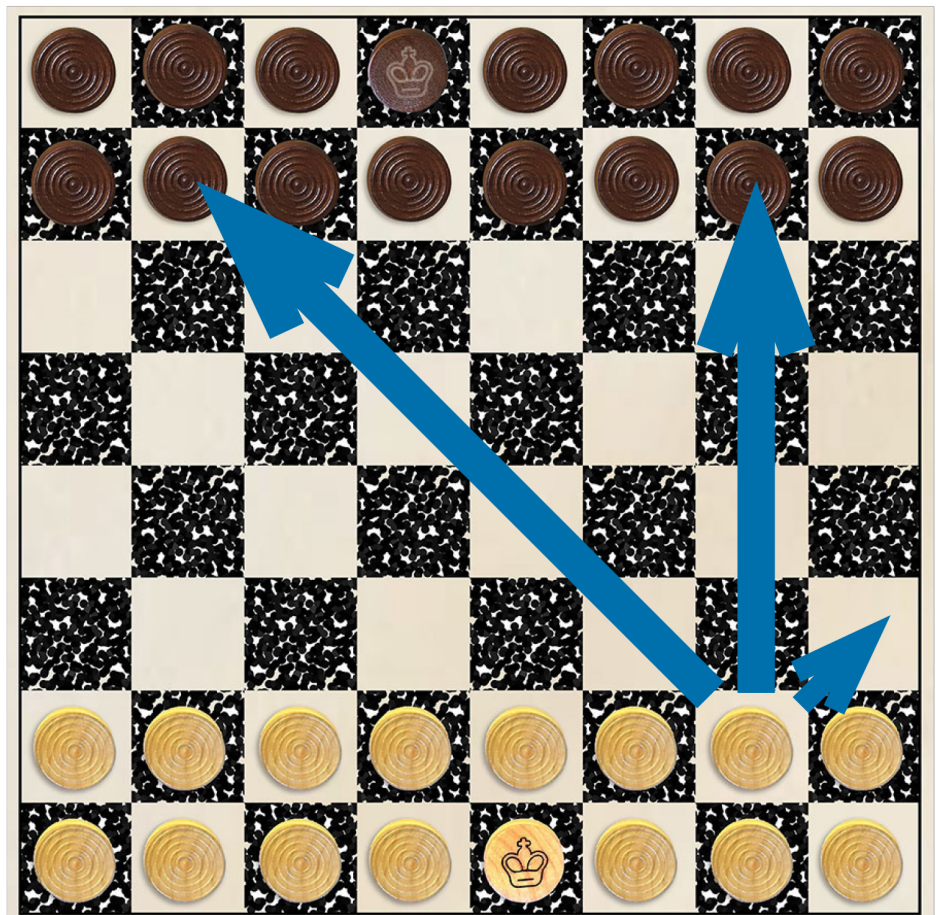
**If the CHESS DIE comes up as a KING , KNIGHT  or
PAWN , don't roll the NUMBERS DIE.**

Just move ANY checker as a KING, KNIGHT or PAWN.

**So, if you roll a
QUEEN SIX**



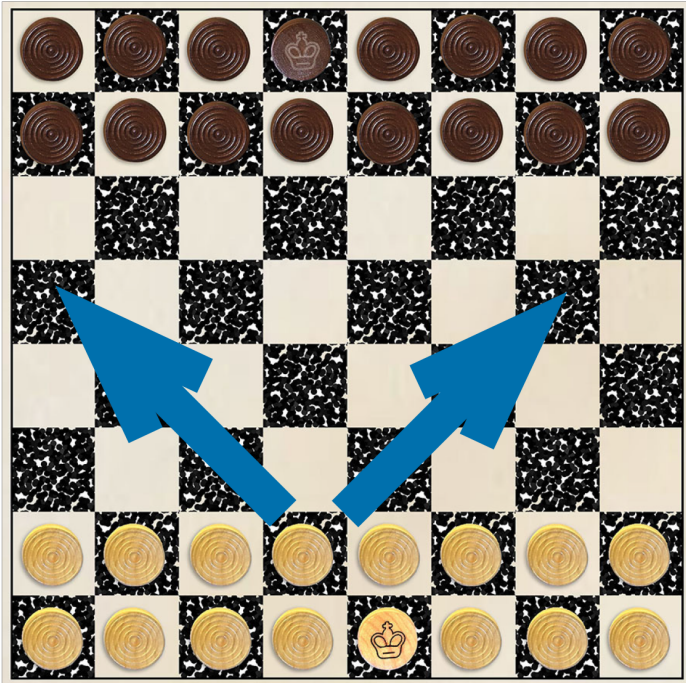
**you might pick a
checker and make
one of these moves.
QUEEN, BISHOP and
ROOK moves MUST
go as many spaces
as showing on the
numbers die, unless
blocked. If the piece
makes a capture,
it goes no further.**



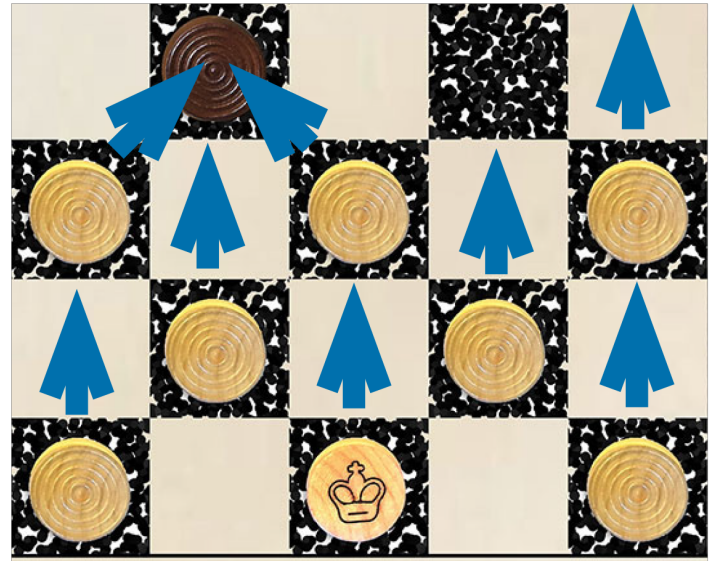
Other examples



BISHOP THREE



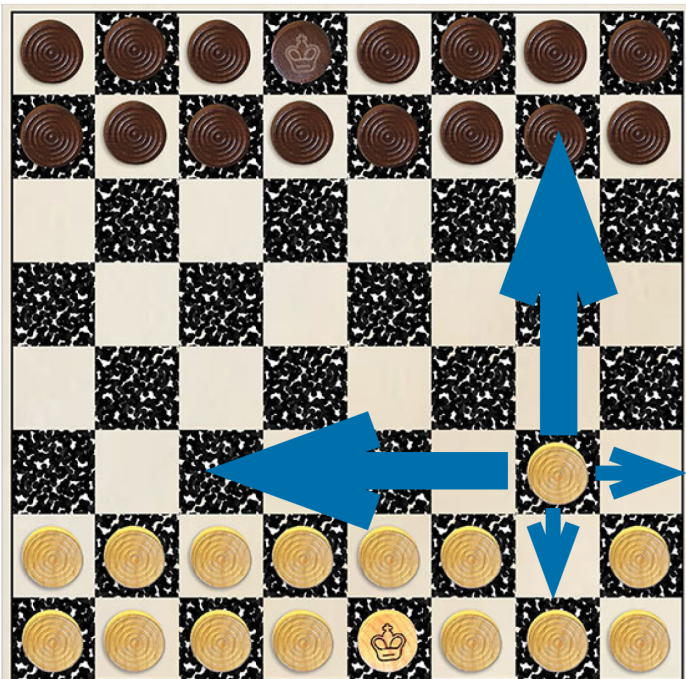
PAWN



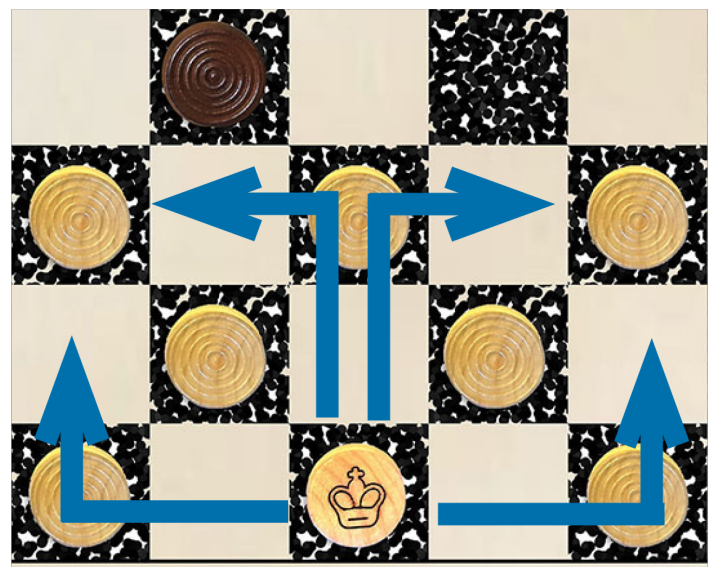
Pawns move 1 space forward or capture diagonally. In METACHECKERS, pawns cannot move 2 spaces on the first move, and there is no en passant rule.



ROOK FOUR



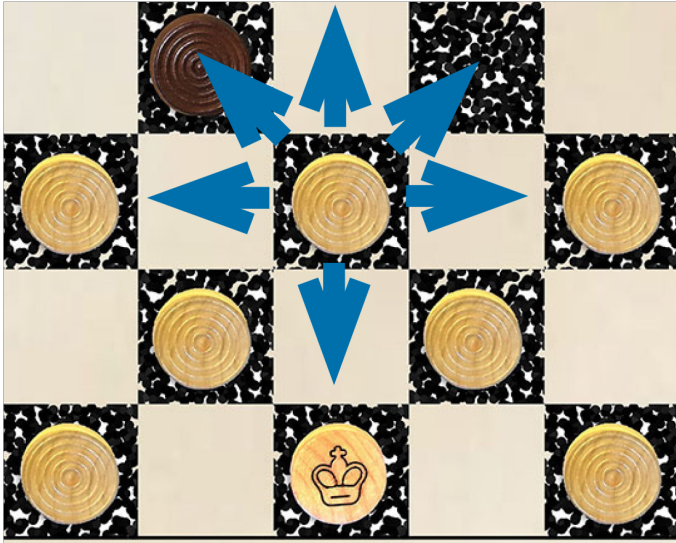
KNIGHT



You can move ANY checker according to ANY roll of the dice — including the KING CHECKER.



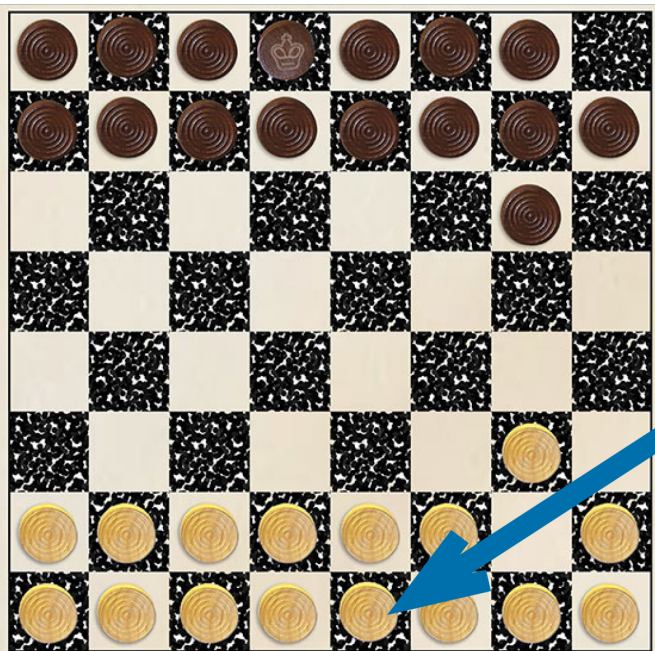
KING



Remember, you can move ANY checker according to the dice roll including the KING CHECKER. If you roll a KING, you do NOT have to move the KING CHECKER.

STEALTH MODE

If you roll a KING on your 1st turn, you can choose to flip your KING CHECKER over. This puts your KING CHECKER into STEALTH MODE, making it harder for your opponent (but also you) to keep track of it.



That's the king checker, hiding. Capturing it ends the game.

But it's also going to move around during play.

NOTES

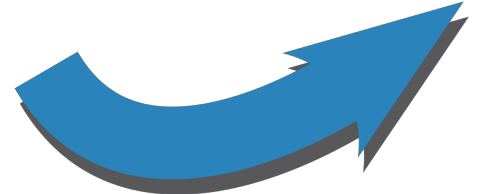
The pieces move according to the rules of chess, with some important differences:

- There is no check or checkmate in this game. Just capture the KING.
- PAWNS do not get promoted for crossing the board. They do not get to move 2 spaces on the 1st turn. There is no en passant rule.
- If you are down to only 1-2 pieces and roll a PAWN, but all your pieces are stalemated, you will lose a turn.
- If you roll a KING on your 1st turn, you can choose to flip your KING CHECKER over. This puts your KING CHECKER into STEALTH MODE, making it harder for your opponent (but also you) to keep track of it. But you also don't have to go into STEALTH MODE.
- There is no castling in this game.
- QUEEN, BISHOP and ROOK moves MUST go as many spaces as showing on the numbers die, unless blocked. If the piece makes a capture, it goes no further.
- Players can decide which side goes first. No need for the "white goes first" rule.
- A checker must be moved on every turn. No 'abstract' or 'conceptual' turns where a checker does not move.

That's the basics.

But there are so many other options.

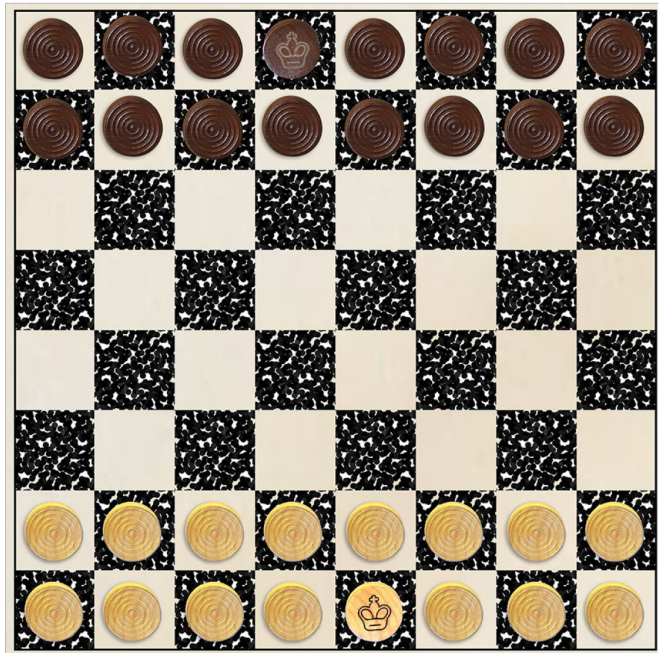
For more fun ideas, read on



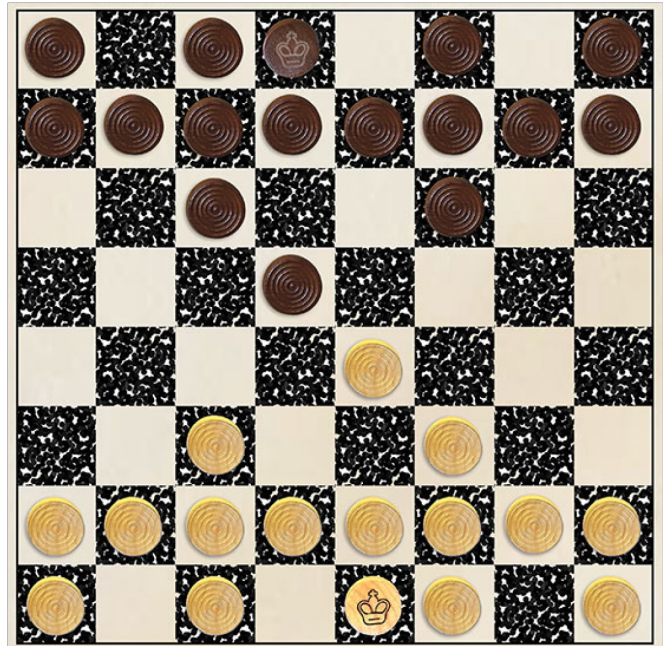
ALTERNATE LAYOUTS

You don't have to start with the same setup each time.
You have options.

STANDARD CHESS

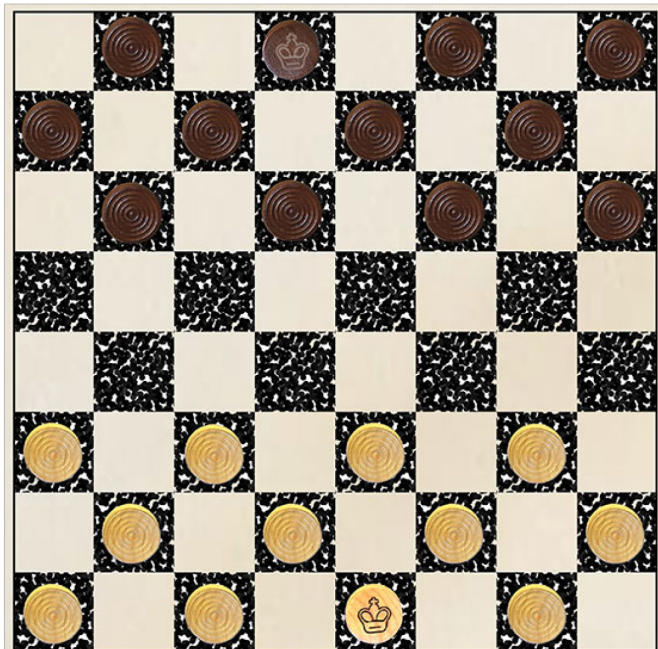


SWITCHBLADE CHESS



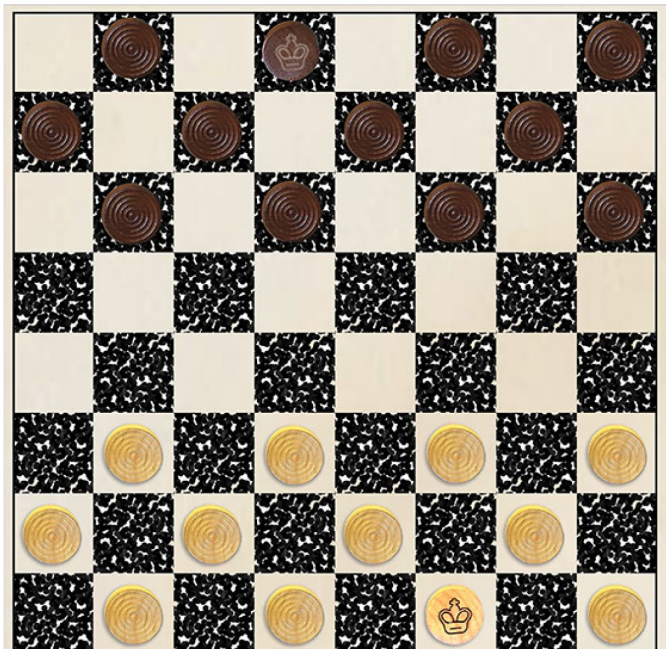
With Switchblade Chess, 3 pieces from each side are already engaged in battle. A knife fight?

STANDARD CHECKERS



24 pieces, 12 light vs. 12 dark,
setup as if for a standard game of checkers.

OFFSET CHECKERS



Here, the 12 dark pieces start on black. The 12 light pieces start on white. This shakes up strategies.

EXTRA GAMES

CAPTURE ALL PIECES

Forget about capturing the king. Just capture all of your opponent's checkers. Last one standing wins!

KANGAROO CHECKERS

If you order the special KANGAROO Edition of METACHECKERS, you can play Kangaroo Checkers, which adds another level of fun!

Play begins by rolling the NUMBERS and the CHESS DICE together. Any time you roll a 6, you can choose to roll the KANGAROO DIE with the NUMBERS DIE to take advantage of these additional moves:

.....

THESE SPECIAL MOVES CAN CAPTURE THE KING

The JOKER

The wild card. Use any standard chess move, still limited by the numbers die.



The DOUBLE KNIGHT

Move one checker as a knight, TWICE. This gives the piece TWO L-shaped hops. So, a capture is possible on each square the checker lands on.



.....

THESE SPECIAL MOVES CANNOT CAPTURE THE KING (But they still make the game more fun!)

The KANGAROO

Hop and land anywhere on the board, capturing any checker except the king.



The COWBOY

Move an opponent's piece as far as the numbers die will allow. (You can MOVE the king. Just not capture it.) The COWBOY moves like a QUEEN, but you are forcing a bad move on your opponent.



The PRINCESS

Jumps as far as dice allow, capturing any enemies she jumps over or lands on. If she jumps over the king, he would remain standing. If she were to land on him, she would stop 1 square short. She moves like a queen, but is not stopped by capturing. She may also leap over checkers from her own team, leaving them on the board. But if a checker from her side occupies where she'd land, she would instead land 1 square short.



The TURNCOAT

Flip over an opponent's piece. (But NOT the king!) From now on, that piece is yours. (Unless your opponent gets the TURNCOAT roll and chooses to flip it back.) If the TURNCOAT reveals a king in STEALTH MODE, the king is flipped back (if that is what the opponent wants). Then, select a different checker to flip.



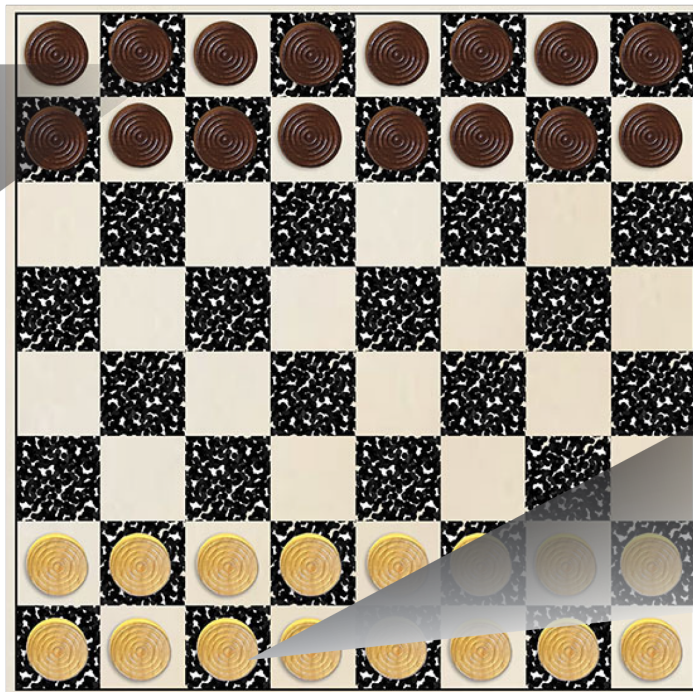
DOUBLE STEALTH MODE

Start the game with both kings in STEALTH MODE!

Players pick where to hide their kings from their opponents.



Player chooses to hide Dark KING CHECKER here this time.



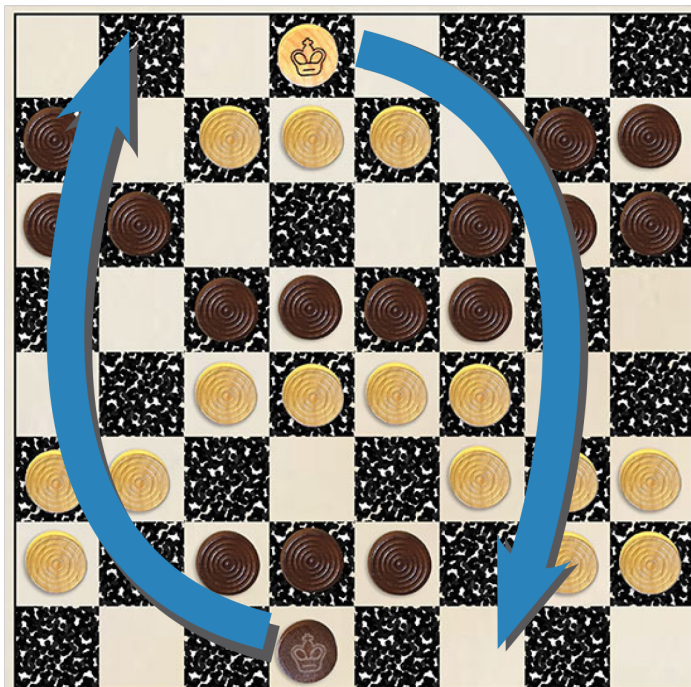
Player chooses to hide Light KING CHECKER here this time.

RESCUE THE KING

Each king begins on the home row of their enemy, guarded by 3 friendly checkers.

Before they can capture the opponent's king, each player has to "rescue" their own king by bringing him back to his own home row through an active battlefield.

Imagine a battlefield in which each king has been trapped behind enemy lines. This is where RESCUE THE KING begins.



NOTE: In this game, the PAWN will move TOWARDS its king's original position. This is the opposite of standard chess because the kings are starting on the WRONG side of the board.

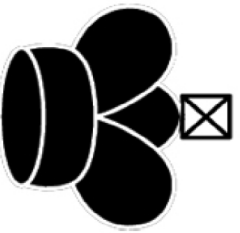
KANGAROO?

If you add the Kangaroo Die to Rescue the King, the Kangaroo move can't be used on the King Checker until after it is rescued. But it can be used on another checker.

How the pieces move

Tuck this part of the paper under the board.

Have the part on the other side of the dotted line stick out along the edge on your side of the board.



King

- Moves diagonally, forward, back or sideways for only one square.
- Capturing the king ends the game



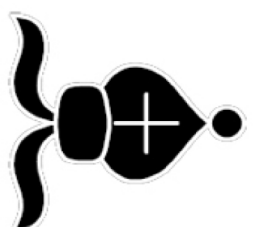
Pawn

- Moves 1 square forward
- Captures diagonally
- Doesn't move 2 spaces on 1st turn



Knight

- Moves 1 square, turns and moves 2 squares or
- Moves 2 squares, turns and moves 1 square
- Moves in an "L" shape
- Can jump over pieces



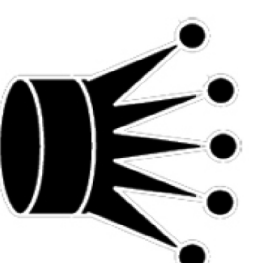
Bishop

- Moves diagonally as far as the board or the dice will allow.



Rook

- Moves forward, back or sideways as far as the board or the dice will allow.



Queen

- Moves diagonally, forward, back or sideways as far as the board or the dice will allow.

NUMBERS DIE IS IGNORED WHEN YOU ROLL ONE OF THESE THREE PIECES