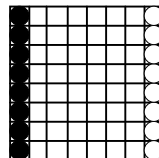


**START:** Line up 2 teams (8 on each) along opposite edges.

**PLAY:** Take turns. You may move a single space or jump any piece which has an empty square behind it. Multiple & backward moves allowed.

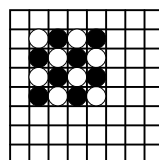
**GOAL:** To form a checkerboard-patterned square 4x4 somewhere on the board in as few moves as possible. No verbal hints. Score to beat: 33 turns total.

**BEGINNING:** Board layout at start of game.



NOT a patented game. Feel free to copy and/or improve.

**ENDING:** One of many possible endings.



## QUAKER CHECKERS: A Friendly Edible Game

Orig. published by:  
Campbell, 252 W. 91 St.,  
NYC 10024  
c. 1983