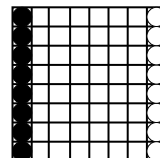


START: Line up 2 teams (8 on each) along opposite edges.

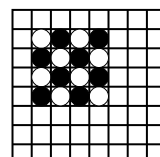
PLAY: Take turns. You may move a single space or jump any piece which has an empty square behind it. Multiple & backward moves allowed.

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

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