

## connect four VS. checkers

### CONNECT FOUR VS. CHECKERS

Here's a chance to get your "ducks in a row" and to "put your pieces in place"! These classic games are being introduced with a new twist for a fun, entertaining, and competitive after school program. Outsmart, outwit, and outmove your opponent to get to the top of the PYRAMID. Each class will be a sprint to the top. The "pyramid game" keeps players rotating and angling to move up the ladder! With someone always to challenge and someone always ready to accept the challenge, the PYRAMID feature for a Connect Four and Checkers tournament keeps everyone involved and having fun.

**Skills to focus on:** this activity is more of a focus on sportsmanship, fairplay, and teamwork, rather than athletics movement. However, coordination and quick thinking are a part of each game.

**Facilities:** Any space can accommodate this class.

**Safety:** Make sure supplies are properly being used.

**Tips:** Understanding the rules of Connect 4, Checkers, and The Pyramid Game are essential to this program going well. Recognize that some kids have "family rules" for traditional games like these. Be sure to address that at the outset of the class so there is no confusion.

#### PYRAMID FORMAT:

- You need a minimum of 6 players
- Every player gets a number (they can pull a number/ you can write the number on their hand)
  - Numbers need to be visible (on a sticky pad posted to chest, written on hand, etc.)
  - Players will always be that number for that day
- On a white board you make a pyramid

Example:

```
      1
     2  3
    4  5  6  7  8
```

**The goal is to be on top of the Pyramid when the class is over.**

- You can challenge only 3 people ahead of you. For example if I'm number 8, I can only challenge 5, 6, or 7. If number 8 were to challenge number 5 and beat them. You would change the pyramid to this:

```
      1
     2  3
    4  8  6  7  5
```

- 8 can then challenge numbers: 4, 3, 2
- You cannot decline a challenge

## **CHECKERS:**

Checkers is a fun two player board game that involves strategy to outsmart your opponent. Each player is in control of one color of pieces that can jump the other color in adjacent squares. The checkers board is made up of 64 alternately colored squares (usually black and red).

### **Object of Checkers:**

The player that cannot move and is blocked by the other player or cannot move from losing all their pieces loses the board game checkers.

### **Contents of Checkers:**

Every Checkers board game should include a board arranged with 64 (8 X 8 grid) squares of two different colors, 12 pieces per player, and the official checkers board game rules.

### **Game Preparation:**

The checkers board is unfolded or laid out and the 12 pieces are positioned on the darkest squares starting with the squares closest to the edge on each side. There should be two rows of squares in the middle with no Checker pieces on them. If checker pieces are such that on one side there is a crown, those should be faced down until further in the game.

### **Game Play:**

If playing with black Checkers, the rules and instructions suggest that red moves first and colors are alternated in subsequent games. Also, each player has 5 minutes to complete his turn before losing it.

Rules on moving normal checkers pieces are they can move one square forward in a diagonal direction landing on the same color as all other pieces. A piece that has been Kinged can move one square diagonally in both directions (forward or backwards). All pieces can only be moved onto vacant squares unless they are jumping the opponent.

You can reduce the number of pieces the other player has by jumping over their piece if they are located on the adjacent square with a vacant square following them for your piece to land. Multiple jumping is not against the rules as far as the Checker piece is advanced in a forward direction. If piece being played is a King, player can move jumping in both directions in the same manner. Each jump or sequence of jumps consists of one turn. If a player can jump another player, you must jump and remove their piece. The Checker instructions state that multiple jumps must be completed and not stopped half way through. If you have a choice of jumps, you can choose among them regardless of whether some of them are multiple jumps or not. Jumping your own pieces is against the rules. Any piece, whether it is a king or not, is allowed to jump a king.

Pieces can be Kinged by reaching the last row of the opposite side referred to in the rules as the King Row. To "King" a piece, another Checker is placed on top of the exiting piece or the Checker is turned over to reveal the crown (depending of game pieces). The Kinged piece then follows the normal turn pattern.

## **Connect Four:**

### **Summary:**

A simple strategy game that can be played with just about anyone, including young children. Connect Four is a simple game similar to Tic-Tac-Toe. Only instead of three in a row, the winner must connect four in a row.

Due to the nature of the game setup, Connect Four is a little more hands on and fun for younger kids to drop their checkers down the slots. Connect Four is a simple and fun two player game that only takes minutes to finish.

### **Object:**

To win Connect Four you must be the first player to get four of your colored checkers in a row either horizontally, vertically or diagonally.

### **Contents:**

Connect Four will come with a grid, 2 end supports, 21 red checkers and 21 black checkers, and the official Connect Four game rules and instructions.

### **Set Up The Game and Pick A Side:**

Setting up the game is easy. The vertical board easily snaps together with the two stands. From there, you and a friend have to decide whether or not to use the red or black checkers. Whoever chooses the black pieces goes first, and red follows. If you are trying to adopt a strategy for the game, deciding on red or black can be a tough decision. Once you have decided, the game can begin.

### **Game Play:**

The Connect 4 Board Game Rules are easy to understand. In fact, it is in the name. To win Connect Four, all you have to do is connect four of your colored checker pieces in a row, much the same as tic tac toe. This can be done horizontally, vertically or diagonally. Each player will drop in one checker piece at a time. This will give you a chance to either build your row, or stop your opponent from getting four in a row.

The game is over either when you or your friend reaches four in a row, or when all forty two slots are filled, ending in a stalemate. If you and your friend decide to play again, the loser typically goes first. Cleaning up the game is very easy. The bottom of the vertical game board has a switch that you slide to make the pieces drop out of the board. This is a great opportunity to put the box underneath the game board to collect all of checker pieces together.

The rules of the game are easy to learn, but difficult to master. That is the beauty of Connect Four. Now that you know the Connect 4 board game rules, now is the time to challenge everyone you know. No matter their age or skill level, they can play this game with you. Now that you understand the rules, share Connect Four with everyone around you. You'll be glad you did.