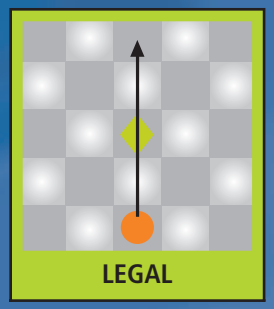
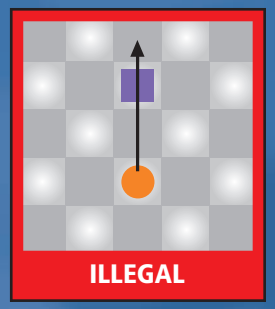
Advanced Traverse

For a more challenging game, add the following:

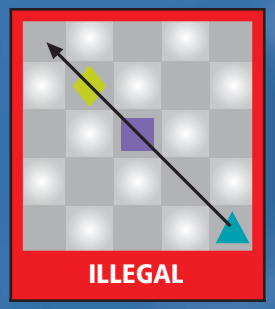
LONG DISTANCE JUMPS

You may jump over a piece that is not next to your piece. The jump must be symmetrically spaced around the piece that is being jumped. For example, if you jump a piece that is two spaces away, then you must land two spaces away from that jumped piece. If you jump a piece that is three spaces away, then you must land three spaces away from that jumped piece, etc. All spaces being jumped must be empty, with the exception of the piece that is being jumped. Otherwise, all rules governing single and series jumps apply to long jumps. See the examples below.





Jump is not symmetrical. Player left one empty space before the jump but none after.



All intervening spaces are not empty.

CIRCLE REVERSALS

If you jump another player's circle, **you can pick up and place the jumped circle anywhere you choose on its starting row**. If there are no free spaces on the starting row, you can place the jumped circle on any legal space you choose on the board. Circles cannot be relocated before they have left their starting row or after they have reached their goal line.

GOAL LINE ANCHOR

A piece can jump into and out of its goal line or jump along the goal line, but once it comes to rest in the goal line, it cannot be moved again. With this rule in place, players must plan ahead carefully when bringing pieces into their finish position. For an *even more* challenging game, allow the jumped circles in the goal line to be sent back to their starting row!

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EI-3014
Ages 7+ / Grades 2+
2 – 4 players

20th Anniversary Edition

TRAVERSE®

It's checkers gone WILD!

Contents

Game board, 32 pieces in four colors and shapes (squares, diamonds, circles, and triangles), and game instructions

Object of the Game

Be the first player to move all of your pieces from the starting row on one side of the board to the goal line on the opposite side.

Setting Up

Choose a color and line up your pieces along one side of the board.

- Pieces may be arranged in any order within the starting row.
- Pieces may not be placed on the corner squares of the board.
- Diamonds and triangles must point forward.

If this is your starting row, your goal line is the colored row on the opposite side of the board.

goal line

side of board

corner

WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

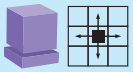
Educational Insights®

How to Play Traverse®

Players take turns moving a piece toward their goal line.

Each piece moves in different directions, depending on its shape, as shown in the diagrams on the game board. All pieces can move forward as well as backward.

HOW PIECES MOVE



Squares can only move horizontally and vertically.

Triangles can move forward diagonally or straight backward.

Diamonds can only move diagonally.

Circles may move in any direction.

Rules for Moving the Pieces

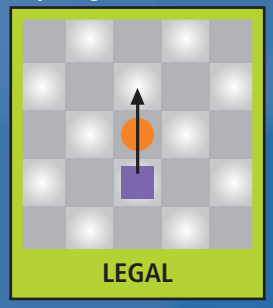
- Only one piece may be moved on each turn.
- Pieces may only be moved into an empty adjacent space. Two pieces may not occupy the same space.
- Pieces may be moved *one space only* unless they are jumping (see 'Jumping' below).
- A piece may only end a move within its starting row if that piece has not yet left the starting row (has not entered the area in the middle of the board).
- A piece may move into and out of its goal line or jump along its goal line at any time.
- Skipping a turn is not allowed unless a player's piece becomes trapped and no other pieces can be moved. If this happens, the player passes his or her turn until a legal move can be made.

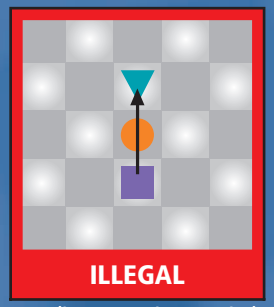
Jumping

You can jump over your own pieces, or another player's pieces, to move across the board more quickly. When you jump over a piece, you don't capture it or send it back. Jumping is used only to advance your own pieces more quickly across the board to your goal line.

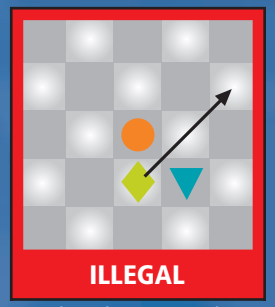
SINGLE JUMPS

- Single jumps can be made only in a straight line (horizontally, vertically, or diagonally), over a piece, to an empty space directly on the other side.
- As with single space moves, a piece can jump only in its permitted directions.
- You may not move one space *and then* jump on the same turn.

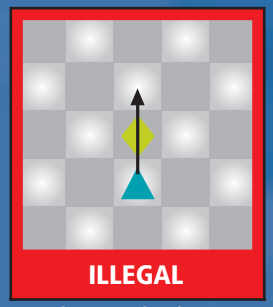




Landing space is occupied

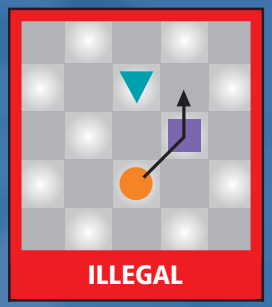


Not jumping over a piece, just moving two spaces

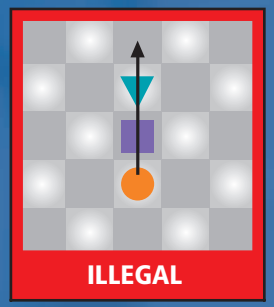


Piece moving in an illegal direction

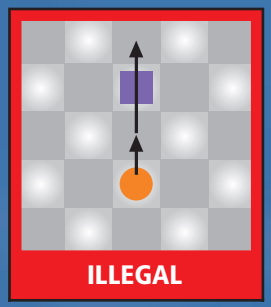
(more illegal moves)



Jump not in a straight line



Cannot jump two pieces at once



Cannot move and then jump in one turn

SERIES OF JUMPS

You can string together a series of jumps if each individual jump in the series obeys the rules governing single jumps. The second jump in a sequence of jumps must begin where the first one ended. No single space moves can be made at any time during a series of jumps. See the example to the right.

During a series jump, a piece may *temporarily* move onto any of the starting rows, or into the corners as long as it is moved out again *on the same turn*. This is the only time a piece can be on a corner or move back onto the starting row.

Winning the Game

The first player to move all of his or her pieces into the goal line (not including corner spaces) is the winner.

Note: Players cannot force a "draw." It is not permitted to prevent the opponent's last piece from moving into the goal line by a repetitive blocking action. If this happens, the game is over and the player who was blocked is declared the winner.

Green wins!