MaxiAids Tactile Checkers Set

First, identify the pieces by touch

This set is designed so you **do not need to rely on color:**

- **12 regular pieces have a flat top.**
- **12 regular pieces have a raised circle/step on top.**
- Each piece has a **peg underneath** that fits into the holes in the board, keeping pieces from being accidentally knocked over.
- There are also **6 taller pieces**—3 of each type—to use when a piece becomes a king.

So, for example, one player can use the **flat-top pieces**, while the other uses the **raised-circle pieces.**

Setting up the board

The board is an 8 × 8 checkerboard.

1. Put the board in front of you.
2. Find the **32 playable squares**. On this particular board, the playable squares are tactile: the black squares are raised and the white squares are recessed.
3. Each player gets **12 pieces.**
4. Put your 12 pieces on the playable squares in the **three rows closest to you.**
5. Your opponent does the same on the opposite side.
6. The **middle two rows remain empty.**

Moving

The basic rules are the same as ordinary checkers:

- A regular piece moves **one playable square diagonally forward.**
- You cannot move onto a square occupied by another piece.
- To capture, an opponent's piece must be diagonally adjacent to yours, with an **empty playable square immediately beyond it.**
- Jump over the opponent's piece into that empty square and remove the jumped piece.

- If another capture is available from your new position, you can continue jumping.

Making a king

When one of your regular pieces reaches the **farthest row on your opponent's side**, it becomes a king.

For this set, replace the regular piece with one of the **taller king pieces of the same tactile type**. The king pieces are approximately twice as tall as the regular pieces, so you can recognize them by touch.

A king can move and capture **diagonally forward or backward**.

One important tactile trick

Because the pieces fit into holes, you can explore the board with your fingers without easily disturbing the pieces. When locating a piece, feel for the peg/raised piece first, then trace diagonally to find the adjacent playable squares.