

Rules For Playing

THE NEW FAST MOVING GAMES

DIAMOND CHECKERS

DIAMOND KINGS

DIAMOND QUEENS

The Games That Wake Up Your Brain

Entirely New And Different

Thirty Years In Development

Three Distinct Games

New Board Design With Distinctive Moves

In offering to the public these three games we do so with the confidence that they will provide many pleasant hours of enjoyment after the simple rules and the distinctive moves of each game have been learned.

In order not to confuse the distinctive moves of the three different games, we advise the players to learn them by playing five or six games of Diamond Checkers, the basic game, in order to become familiar with the moves; then advance to fast moving Diamond Kings for several games before trying Diamond Queens.

Our research has demonstrated the fact that young and old enjoy these games. Some prefer the deliberate moves of Diamond Checkers, while others thrill to the sweeping moves — often all the way across the board — of Diamond Kings, while still others prefer the surprises of Diamond Queens.

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John Minder, Melrose, Florida, U.S.A.

DIAMOND CHECKERS

DIAMOND CHECKERS is a fascinating new checker game. It is played on a board that is new in design with distinctive moves not employed in other games.

It may be easily learned but it is distinctly a thought provoking game of strategy. It stimulates alertness, foresight and clear thinking and thus "wakes up the brain."

HISTORY OF THE GAME

The basic idea for the game of DIAMOND CHECKERS was first conceived by John Minder at Lake Swan, Melrose, Florida about 1930. The details of the game and the design of the playing board underwent many changes since that time.

After the basic principles of the game were formulated, it was shown to people in all walks of life for the purpose of obtaining their reactions and criticisms. All criticisms were carefully weighed and whenever possible the game was improved.

After many years of study and research, the present DIAMOND CHECKER playing board was finally adopted. It has forty-one playing positions with designating marks to distinguish the Diamond King position, and the four King positions on each side of the board.

OBJECT OF THE GAME

The object of the game is to remove one's opponent's men from the board by jumping over them. To do so wins the game.

DESIGNATION OF RANK

There are three distinctive ranks in the game of DIAMOND CHECKERS, but at the beginning of the game, all men are of equal rank. They may advance to become Kings or Diamond Kings by crossing the board to the designated positions on the other side of the board. A man acquires added power as he advances in rank.

The men (checkers) are placed on the board with the crown side turned down. When a man becomes a **King**, the checker is turned over with the crown side up.

When a man becomes a **Diamond King**, he is crowned by placing another checker upon him.

A man may move forward, to the right, or to the left, one position at a time to a vacant position, but he may **not** move **backward** until he becomes a King, or a Diamond King. (He may, however, move to the right or left as often as he desires, one move at a time.)

A man may become a King by moving into one of the four King positions on his opponent's side of the board, positions 2, 4, 5, and 9. He may then also move **backward**.

A man may become a Diamond King by moving into the Diamond King position on his opponent's side of the board. A Diamond King may move **backward** as well as the other moves and also **diagonally** across the diamonds to the next position, which is equal to two ordinary moves.

In DIAMOND CHECKERS the Diamond King is the powerful man. Comparing the movements of the different men in Diamond Checkers with the various branches of the Armed Forces, the ordinary men are like foot soldiers in the Infantry, able to strike effective blows under favorable conditions.

A King is like the mechanized cavalry, able to deal telling blows and then execute a skillful retreat when advisable, but:

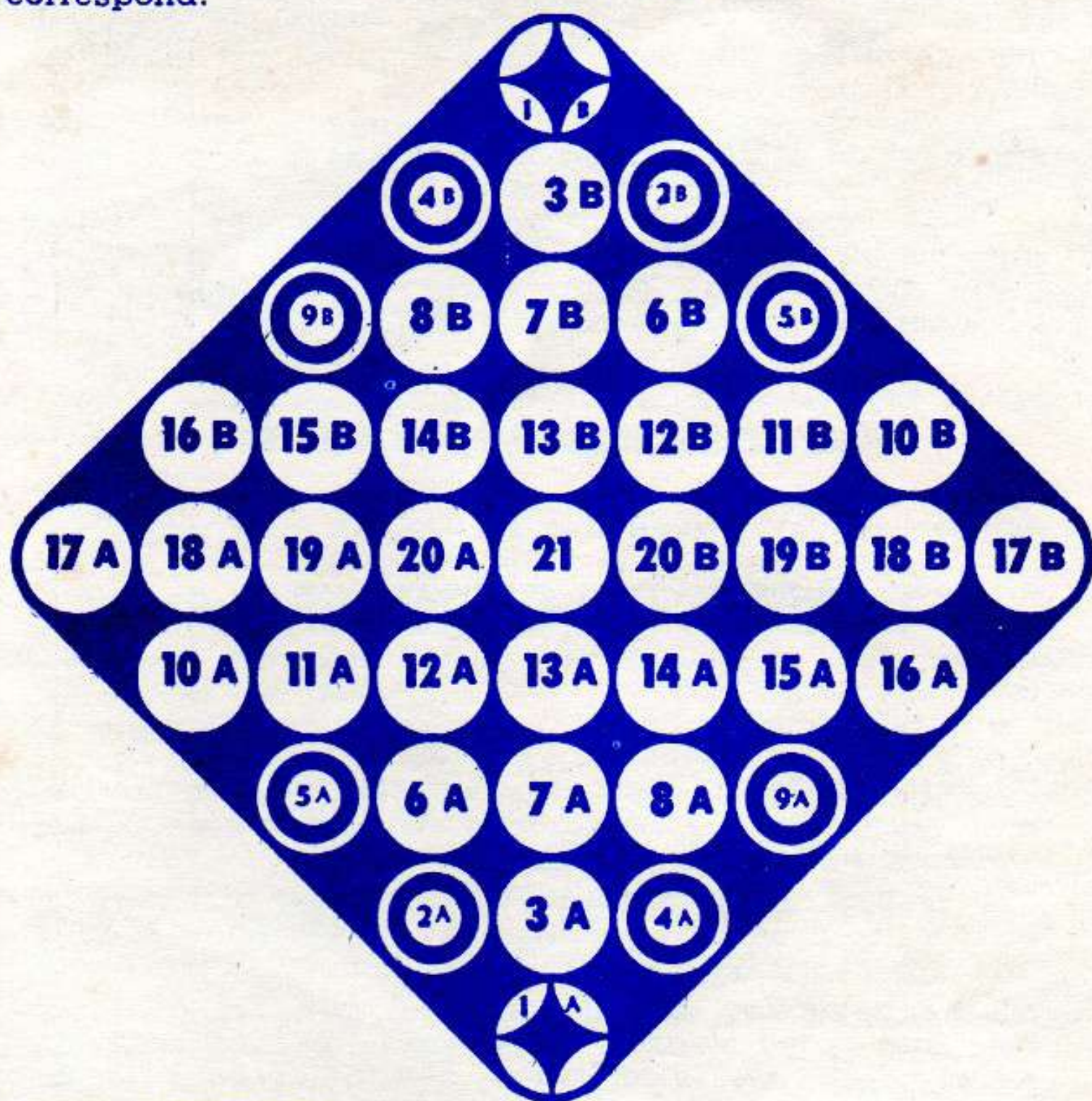
A Diamond King is like a super bomber laden with deadly bombs flying almost at will over the heads of its defenseless opponent, leaving destruction in its wake and then floating gently to a place of safety; for a Diamond King is able to move faster and farther than any other man. However powerful, he must plan his movements with a great deal of thought lest in an unguarded moment, he is brought down by a man of the lowest rank. A Diamond King, therefore, must be especially alert as must also his opponent.

It is to a player's advantage to get as many Kings and Diamond Kings as possible because of their greater powers.

PLAYING THE GAME

The two players are seated facing each other. The board is placed between them with one of the Diamond King positions immediately in front of each player.

Each player places twelve checkers on the board, filling the nine positions in the first three rows immediately before him and three additional men in the middle of the next row, corresponding to positions 1, 2, 3, 4, 5, 6, 7, 8, 9, and 12, 13, and 14 on each side of the board, see the illustration below. The letter "A" has been added to the numbers on one side of the board and the letter "B" on the other so that the numbers and the playing positions on each side correspond.



KING POSITIONS

Numbers 2A, 4A, 5A, and 9A on one side, and 2B, 4B, 5B, and 9B on the other side are the King positions, and 1A and 1B are the Diamond King positions.

MOVING AND JUMPING

As the game begins, all men are of equal rank and remain so until they advance to become Kings or Diamond Kings.

A man may move to the next position forward, or to the right or left, but is not permitted to move backward until he becomes a King or Diamond King.

To illustrate: A man on position 13A may move either forward to position 21, or to the right to position 14A, or to the left to 12A, providing these positions are unoccupied, but he is not permitted to move backward to 7A until he becomes a King or a Diamond King.

A King on position 13A may move either forward to position 21, or to the right to 14A, or to the left to 12A, and also backward to 7A, provided these positions are unoccupied.

A Diamond King on position 13A may move either to 12A, 21, 14A, or 7A, and also diagonally across the diamonds to either 6A, 8A, 20B or 20A. Only Diamond Kings are permitted to move diagonally across the diamonds.

A man may jump in any direction he is permitted to move.

When a man finds himself next to an opponent with a vacant position beyond, he may jump his opponent's man, and must do so when his opponent insists on it. A man is removed from the board as soon as he is jumped. A player may jump as many men as possible in one continuous move. If a player has a choice of two or more jumps, he may choose the move that will be to his greatest advantage.

To illustrate: A man on 13A with an opponent's man on 14A may move from 13A over 14A to 15A, providing 15A is vacant, picking up and removing from the board the opponent's man on 14A. Or, a man on 13A can move over his opponent's man on 21 to 13B, or from 13A over an opponent's man on 12A to 11A, provided, of course, that positions 21 and 11A are not occupied.

A King on 13A may jump **backward** over an opponent on 7A to 3A provided 3A is vacant.

A Diamond King may choose any of the moves or jumps of a King, but he has a great additional advantage in being able to move or jump **diagonally** across the diamonds. This gives the Diamond King a distinct advantage of a choice of any one of four **additional** moves or jumps not permitted to any but Diamond Kings.

A Diamond King on position 21 may jump diagonally over an opponent on 14A to vacant position 9A, or from 21 over 12A to 5A, or over 14B to 9B, or from 21 over 12B to 5B, provided these positions are not occupied. He may continue his jump as far as possible in any direction he is permitted to move, jumping over an opponent and landing in the next position beyond the man he jumps.

SIMPLIFIED RULES FOR PLAYING

DIAMOND CHECKERS

1. Each player begins the game with twelve men (checkers) placed on the board with the crown side of the checkers turned downward.
2. The players move alternately, advancing one position at a time, except when jumping, in which event they advance as far as possible in one continuous move.
3. At the beginning of the game, all men are of equal rank but may advance to become Kings or Diamond Kings by advancing to certain designated positions on the opposite side of the board.
4. The men move into vacant positions, forward, to the right, or to the left, one position at a time.
5. When a man is successful in crossing the board to one of the designated King positions, he becomes a King and is then permitted to move backward. To distinguish him from the other men, the checker is turned over with the crown side upward, or otherwise designated.
6. When a man reaches the Diamond King position, he becomes a Diamond King, and is then permitted to move **backward**, and also **diagonally** across the diamonds. When a man becomes a Diamond King, he is crowned by placing another checker upon him.
7. It is not necessary for a man to become a King before becoming a Diamond King.
8. A man is permitted to jump in any direction, or any combination of directions, he is permitted to move, going as far as possible in one continuous move.
9. To jump, a man must be in a position next to his opponent and he must land on the next position beyond his opponent, which must be vacant.
10. Men are removed from the board as they are jumped.
11. A player is expected to jump whenever he has an opportunity, and must do so whenever a jump is called to his attention. However, if he fails to see a jump, it may be to his opponent's advantage not to call it to his attention.
12. A Diamond King is not permitted to continue a jump around a corner. He must stop in the corner position, but may continue after his opponent has had a turn to move.

DIAMOND KINGS

DIAMOND KINGS is a new, fast moving game played on the standard DIAMOND CHECKER board with each player beginning the game with twelve men (checkers), all with the rank of Diamond Kings.

In order to avoid confusing the distinctive moves of the two games, the game of DIAMOND CHECKERS should be learned **before** the game of DIAMOND KINGS.

OBJECT OF THE GAME

The object of the game is to remove one's opponent's men from the board. To do so wins the game.

RANK OF MEN

In DIAMOND KINGS, unlike DIAMOND CHECKERS, all men are of **equal** rank **throughout** the game. It is therefore unnecessary for them to advance to any specific position during the course of the game for the purpose of advancing their rank.

The special designated markings for Kings and Diamond Kings on the DIAMOND CHECKER board may be disregarded when playing DIAMOND KINGS.

In the game of DIAMOND KINGS all men hold the **same** rank **throughout** the game.

MOVING

A man may move to **any adjoining vacant position** in **any direction** that may appear to be to his advantage. He may move either **forward** or **backward**, to the **right** or to the **left**.

He may also move **diagonally** forward or backward, moving **across the diamonds** in a straight line and landing on the **next adjoining** position which must be vacant. In other words, **all** men in DIAMOND KINGS move in the manner in which only Diamond Kings are permitted to move in the game of DIAMOND CHECKERS.

In addition to these moves, men in DIAMOND KINGS may **jump over their own men**. To do so they must be **next to** the man over which they jump and they must land on a vacant position just beyond the man over which they jump; after which they may continue their jump, in like manner, going as far as possible in any desired direction. In this manner it is often possible for a man to move the entire distance across the board and at the same time take a number of his opponent's men.

A player often has the choice of several different moves in taking his opponent's men. It is to his advantage to carefully study all the advantages of each possible move before moving. The proper course taken in moving a certain man may often result in taking several additional men from the player's opponent.

A wise player will "set up" his men so that they may be used to his best advantage in future moves.

DIRECT AND INDIRECT MOVES DEFINED

When an opponent's men may be taken without first jumping one's own men in order to get into position, it is called a "Direct Jump."

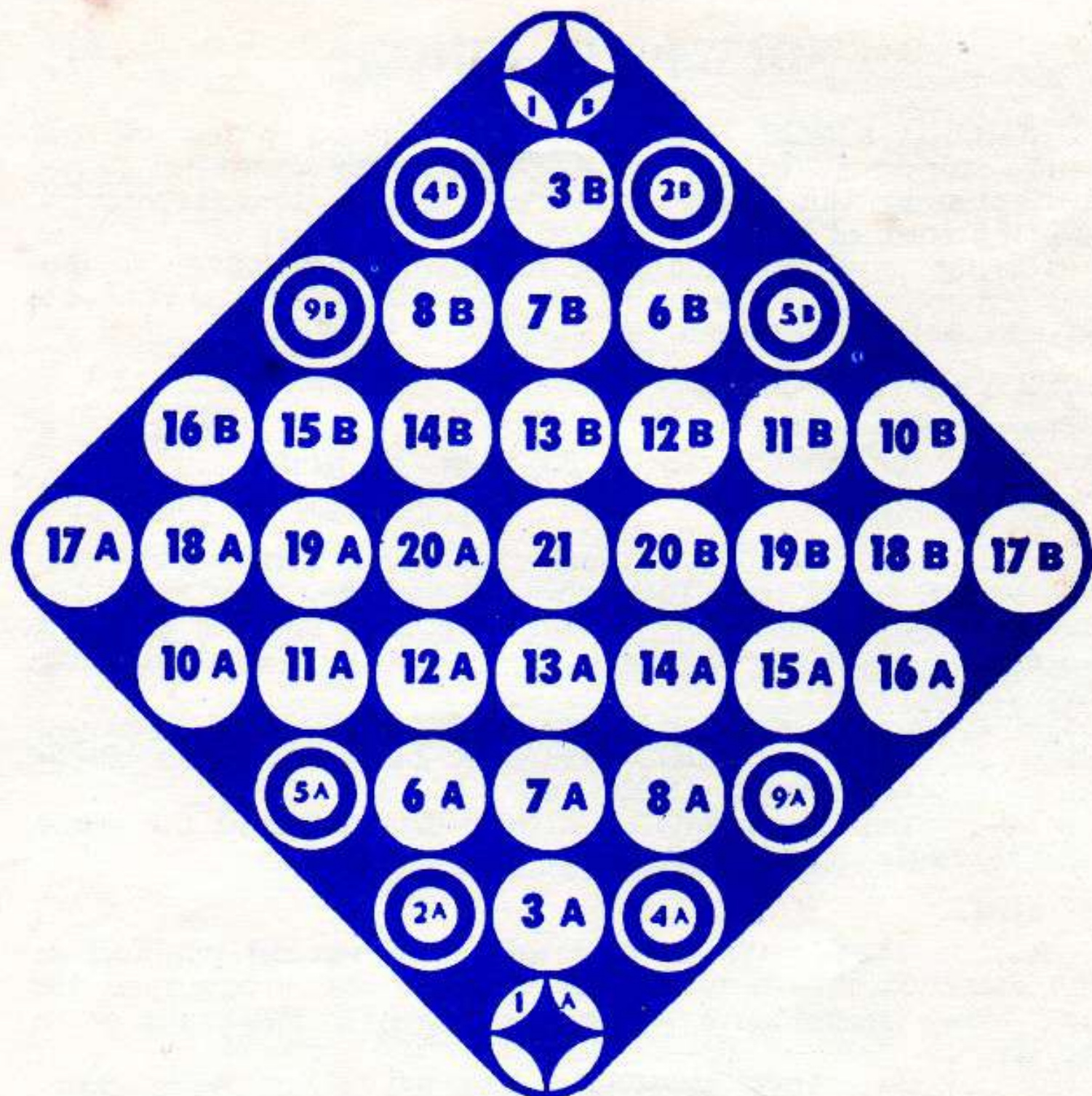
A man taken by first jumping one or more of one's own men is an "Indirect Jump."

A player may insist that his opponent jump when he has a "Direct Jump" open to him, but he cannot insist on him taking an "Indirect Jump." In the event that there are jumps open to him, including a "Direct Jump", he must jump but may choose **any one of them**.

NUMBERING THE BOARD

For the purpose of learning the game, the playing positions on the board have been numbered as illustrated below, numbering from left to right toward the center from opposite sides.

The letter "A" has been added to the numbers on one side and "B" to those on the other side, so that the numbers will read 1A, 2A, 3A, etc. to 21 on one side and 1B, 2B, 3B, etc. to 21 on the other side, 21 being the center position on the board.



ARRANGEMENT OF MEN

As the game begins men are placed on positions 1, 2, 3, 4, 5, 6, 7, 8, 9, and on 12, 13, 14.

The twelve men on these positions, all Diamond Kings, go forth from their side of the board to outwit their opponent.

MOVING ILLUSTRATED

To illustrate the possible moves in the game of DIAMOND KINGS, place a man on position 21 in the center of the board. He can only move to positions that are unoccupied.

From 21 he may move directly **forward** to vacant 13B, or backward to 13A. He may move to the next position to the **right** 20B, or to 20A to the **left**. He may also move in a **diagonal** direction across the diamonds to the next position to either 12B, 14B, 12A, or 14A.

JUMPING ILLUSTRATED

Should the position next to him be occupied by either his own man, or his opponent's man, he may jump over that man provided he can land on a vacant position just beyond the man over whom he jumps. His opponent's men are removed from the board as they are jumped, but his own men are not disturbed when jumped.

To illustrate: Number 21 may jump a man on 20B to 19B, provided 19B is not occupied; or he may jump a man on 20A to 19A. In like manner he may jump a man on 13B to 7B, or over 13A to vacant 7A.

From 21 he may also move diagonally over a man on 12B to vacant 5B, or over 14B to 9B; or over 12A to 5A, or 14A to 9A.

If the men over which he jumps are his own men they are not disturbed, but if they are his opponent's men, they are removed from the board.

A move may be continued in this manner as long as he is able to take any of his opponent's men, but he must remain in the position where he lands after taking one or more. He is not permitted to continue the move to a place of safety by jumping his own men.

CONTINUED JUMP ILLUSTRATED

A man on 1A may jump his own man on 2A to 5A, then over his man on 11A to 19A; from 19A he may jump his opponent's man on 20A to 21, then over another to 14B to 9B and from 9B over another opponent's man on 4B to 1B, the opposite corner.

After landing in the corner, he is **not** permitted to move farther **until** his opponent has moved, even though other jumps were open to him.

The corners are "Safety Positions." A man cannot be jumped while he is in any corner position.

DEDICATION OF PROFITS

Proceeds derived from the sale of this game have been dedicated to the development and work of the Christian non-denomination assembly grounds at Lake Swan; Melrose, Florida.

Each summer hundreds of young people gather at Lake Swan where they are instructed in the basic Christian principles upon which America was built, and which has made,—and will keep it a great nation.

SIMPLIFIED RULES FOR PLAYING DIAMOND KINGS

1. The two players are seated with the board between them, each using twelve men to begin the game.
2. After the men have been arranged on the board, the players move alternately.
3. A player may move any one of his men into any vacant adjoining position, either forward or backward, to the right or to the left. He may also move forward or backward across the diamonds in a diagonal direction, moving in a straight line to an adjoining position.
4. A player may also move by jumping over his own men. In order to jump, a man must be on the position next to the man over which he jumps and must be able to land on a vacant position just beyond the man over which he jumps. This procedure may be continued as often as possible, in any direction, in one continuous move. He may jump his own men either in moving to another position or in taking his opponent's men.
5. The four corners are "Safety Positions." When a man is in a corner, he cannot be taken.
6. Jumps around the corner are **not** permitted. If the corner position is vacant, a man may jump and land in it, but he must stop there. He may **continue** his move after his opponent has moved.
7. After jumping one or more of an opponent's men, a man is not permitted to continue his move by jumping over his own men to a place of safety. He must stop where he lands after jumping his opponent's men.
8. An opponent's men are removed from the board as they are jumped while a player simply jumps his own men for the purpose of making a more advantageous move. His own men are not disturbed when jumped.
9. A player may insist on his opponent taking a **DIRECT** jump, but not an **INDIRECT** jump.
10. When one or more possible jumps are available to a player, including **DIRECT** jumps, he may choose any one of the jumps available to him.
11. When he has only a **DIRECT** jump open to him, he must take that jump if his opponent insists on it.

DIAMOND QUEENS

The basic rules for playing Diamond Queens are similar to those of Diamond Kings plus a few additions.

In Diamond Queens the arrangement of the men on the board at the beginning of the game is different. Two men are placed on each of the positions 2, 3, 4, 6, 7, and 8.

The men do not change their rank during the course of the game.

The special designations for Kings and Diamond Kings on the playing board are not used.

All the moves used in Diamond Kings are permitted in Diamond Queens. Men may move in any direction open to them.

Any number of men (one or more), on any position, may be moved in any move, but they must all be placed on the same position.

In Diamond Queens a man has a move not permitted in either Diamond Checkers or Diamond Kings; he may land on his own men, providing they are next to the men being moved. As many men as desired may be placed on any position.

Men may be moved to an adjoining vacant position; or an adjoining position with one or more of his own men on it, or he may move over his own men to a vacant position just beyond the man over which he moves.

An opponent's men can only be taken by jumping over them and landing on a vacant position just beyond. All men on the position are removed as they are jumped. An opponent's men cannot be taken by landing on them.

To remove all your opponent's men from the board wins the game.