

## BASIC CHECKERS [MODIFIED]

THIS IS A ONE PLAYER ONLY VERSION THAT USES HAND CONTROLLER #1 TO INPUT YOUR MOVES. TO MOVE A PIECE, ENTER FIRST THE HORIZONTAL ROW THAT THE PIECE IS CURRENTLY IN, USING THE KNOB AND TRIGGER. NOW ENTER THE VERTICAL COLUMN THE SAME WAY. NOW ENTER THE DESTINATION SQUARE LIKEWISE. FOR A JUMP, ENTER THE LOCATION OF THE SQUARE YOU WILL LAND IN. IF YOU HAVE A DOUBLE JUMP, ENTER THE LOCATION OF THE SQUARE THAT YOU WILL LAND IN AFTER THE FIRST JUMP. BUT DON'T WORRY AS YOU WILL GET CREDITED AS TAKEN BOTH JUMPS. THE NUMBERS THAT COME UP DURING THE COMPUTERS TURN TELL YOU HOW THE MACHINE WILL MOVE. (CONSULT THE ARCADIAN FOR MORE INFORMATION).