



Chinese Checkers Rules

Warning: Contains small parts. Not suitable for children under 3 years. Choking hazard.

Objective

- Be the first player to move all of your marbles from your starting triangle into the target triangle.

Setup

- Each player chooses a color and takes **10 marbles**.
- A **triangle** is a group of 10 holes arranged in a triangular shape at one end of the board.
- Each player places their marbles in one triangle, which is their starting area.
- Your target triangle is directly opposite your starting triangle.
- For 2-player boards, players sit across from each other.
- For 6-player boards, only 2, 3, 4, or 6 players can play.
- Players must sit evenly spaced around the board, each using a triangle directly across from their target triangle.



[Link to this document](#)

Gameplay

Turn

Players take turns to make a move, one at a time, in a clockwise direction. On your turn, move **one marble** using one of the following:

Single Step

- Move your marble to any **adjacent empty hole**.

Jump

- Jump over **one adjacent marble** of any color in a **straight line**.
- The landing space must be **empty** and **immediately on the other side**.
- The jumped marble stays in place.

Extended Jump (Optional)

- Players must agree before the game if Extended Jump is allowed.
- You may jump over a marble that is not adjacent in a straight line, as long as there are **no other marbles between the starting and ending points**.
- The landing space must be the **same distance on the opposite side**.
 - *Example: If your marble is 2 spaces away from another marble in a straight line, you may jump over it and land 2 spaces away from the jumped marble on the other side.*



Multiple Jumps

- You may continue jumping with the same marble over **different marbles** in a single turn.
- Each jump must follow the jump rules being used, and you may change direction between jumps.
- This rule does not apply to single steps

Other Rules

Target Triangle Rule

- Once a marble enters the target triangle, it **cannot leave**.
- It may still move and jump within the target triangle.

No Stalling Rule

- If players repeatedly make moves that do not progress toward their target triangle
- A “no stalling” rule may be agreed upon.

Winning the Game

- The first player to move all **10 marbles** into their target triangle wins.
- For games with **3 or more players**, the game may continue after the first player finishes, until all remaining positions are determined.



[Link to game boards](#)

