

## Rules

Checkers, called Draughts in most countries, has been traced back to the 1300s, though it may indeed stretch further into history than that. These are the standard U.S. rules for Checkers.

The object of the game is to take all your opponent's pieces or place him in a position where he or she can no longer make any moves.

1. Checkers is played by two players. Each player begins the game with 12 colored discs. (Typically, one set of pieces is black and the other red.)
2. The board consists of 64 squares, alternating between 32 dark and 32 light squares. It is positioned so that each player has a light square on the right side corner closest to him or her.
3. Each player places his or her pieces on the 12 dark squares closest to him or her.
4. Black moves first. Players then alternate moves.
5. Moves are allowed only on the dark squares, so pieces always move diagonally. Single pieces are always limited to forward moves (toward the opponent).
6. A piece making a non-capturing move (not involving a jump) may move only one square.
7. A piece making a capturing move (a jump) leaps over one of the opponent's pieces, landing in a straight diagonal line on the other side. Multiple jumps are allowed on a single turn. Every opportunity to jump must be taken. In the case where there are different jump sequences available, the player may choose which sequence to make, whether it results in the most pieces being taken or not. If after making a jump another jump is possible the player must jump again (with the exception of pieces that have just been crowned).
8. When a piece is captured, it is removed from the board.
9. When a piece reaches the furthest row from the player who controls that piece, it is crowned and becomes a king. The current move ends when the piece becomes a king (the piece remains in the square in the furthest row).
10. Kings are limited to moving diagonally, but may move both forward and backward. (Remember that single pieces, i.e. non-kings, are always limited to forward moves.)
11. Kings may combine jumps in several directions -- forward and backward -- on the same turn. Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward (toward the opponent).
12. A player wins the game when the opponent cannot make a move. In most cases, this is because all of the opponent's pieces have been captured, but it could also be because all of his pieces are blocked in.

Clarifications: as the above rules are based on American Checkers standard rules, not International Checkers, these clarifications apply.

1. Kings – the move ends when a piece becomes a king, even if another jump would be possible away from the square in the furthest row.
2. Jumping – both pieces and kings may jump over only pieces of the other player, not their own pieces.

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