

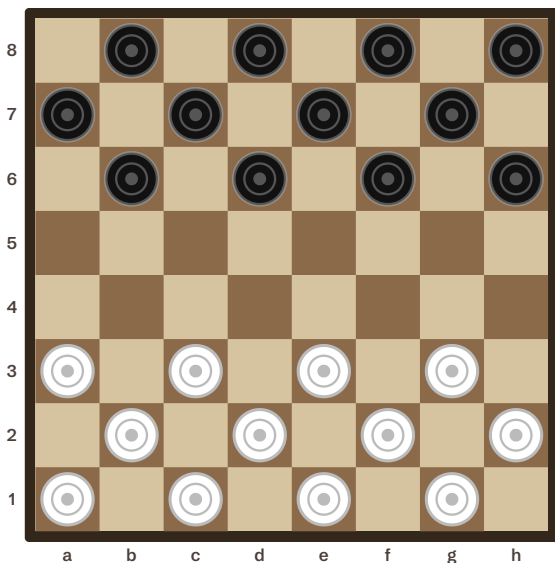
Checkers Rules

Checkers (also called American Checkers or English Draughts) is the classic 8×8 game with simple forward movement and mandatory captures.

How to Set Up a Checkers Board

To set up a checkers board, place the 8×8 board between the two players, give each player 12 pieces (called men), and fill the dark squares of the three rows nearest each player, leaving the two middle rows empty. Black moves first.

1. Turn the board so each player has a dark square in their near-left corner, which puts a light square in the near-right corner.
2. Give one player the 12 light men (white or red, depending on the set) and the other the 12 black men.
3. Fill the three rows nearest the white player with white men: a1, c1, e1 and g1, then b2, d2, f2 and h2, then a3, c3, e3 and g3.
4. Fill the three rows nearest the black player with black men: b8, d8, f8 and h8, then a7, c7, e7 and g7, then b6, d6, f6 and h6.
5. Leave the two middle rows (rows 4 and 5) empty. Nobody starts with a king.
6. Black moves first, then players alternate turns.



The starting position. Every man sits on a dark square, and the two middle rows are left empty.

How Many Pieces Are in Checkers?

Checkers uses 24 pieces, 12 for each player, on a board of 64 squares arranged in 8 rows and 8 columns. Only the 32 dark squares are used.

Every piece starts the game as a man. A man that reaches the far row is crowned and becomes a king. On a physical board you crown a man by placing a second checker on top of it, so a king is a stack of two.

Moving

- Men move one square diagonally forward to an empty dark square.
- Men may only move forward, never sideways or backward.

Capturing

- You capture by jumping diagonally over an adjacent enemy piece into the empty square directly beyond it. The captured piece is removed.
- Men capture forward only.
- Capturing is **mandatory**: if a jump is available, you must take it.
- If a jump leads to another jump with the same piece, the captures continue in the same turn until no more are possible (a multi-jump).

Kings

When a man reaches the far row (the opponent's back row), it is promoted to a King. Kings move and capture diagonally both forward and backward, one square at a time. A man that reaches the back row by a jump ends its turn there, even if further jumps would be possible as a king.

How to Win

You win by capturing all of your opponent's pieces, or by leaving them with no legal move on their turn. A game is drawn by threefold repetition of a position, or when no capture or man move has occurred for 40 moves by each side.