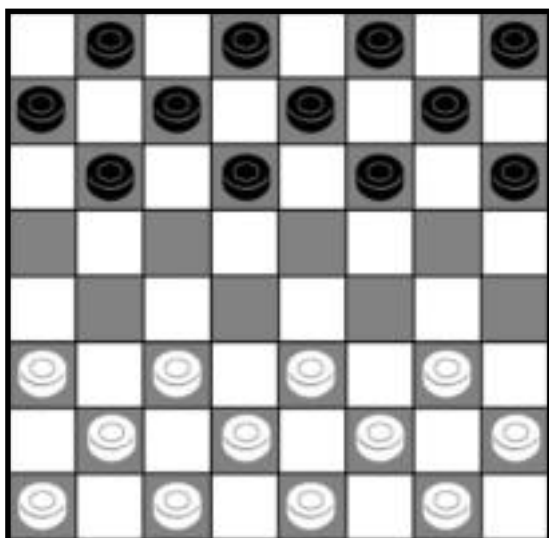


DRAUGHTS RULES

Object:

Be first to remove all of your opponent's counters from the Game Board.

Set Up:



Each player places their 12 counters on the first three rows of black squares on their end of the Game Board

Play:

- Decide who goes first - Players alternate turns.
- On your turn, move your counter diagonally forward to a vacant black square, then your turn is over.
- You may jump an opponent's counter if the black square diagonally beyond that counter is vacant.
- If possible, you can double or triple jump on a turn.
- After you jump over one of your opponent's counter, remove it from the Game Board and place it nearby.
- Reach the back row of your opponent's side of the Game Board with one of your counters and it becomes a King. Your opponent must place a counter of the same color on top. It's an advantage to have Kings because these two-level counters can move diagonally forward and backward!

Winning:

If you're first to remove all of your opponent's counters from the Game Board, you win!

Now go play again!