

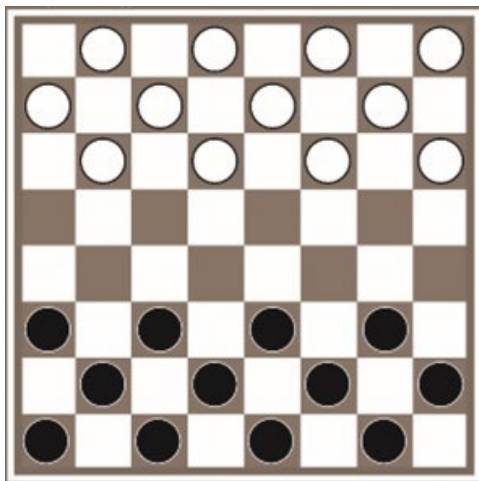
Checkers

2 players / 30 minutes / 6 years and older

Checkers or **Draughts** is a board game widely played internationally along with chess. It is usually played on a checkers-patterned board, using only colored squares. There are many traditional and/or regional variants, but here I describe American checkers (or English draught), which uses an 8 x 8 square board. See another sheet for variants that use the same size board and international checkers that use a board of 10 x 10 squares.

SETUP

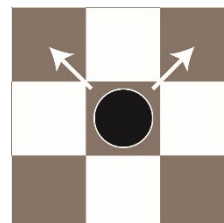
Decide which player will use which color in an appropriate way, and place 12 pieces of each color on the colored squares as shown below.



(Fig.1) Initial setup

GAME PLAY

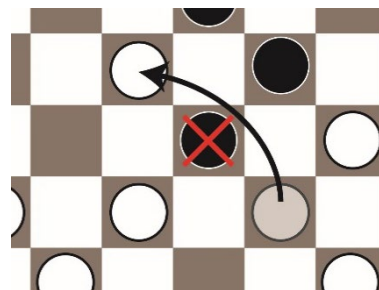
The black player is the first player to move and turns alternate. The turn player moves one of his or her pieces to an empty square diagonally in front of it, unless there is a piece on the board that can be captured. Unpromoted pieces (soldiers or men) cannot be moved backward.



(Fig. 2) Soldier's move

CAPTURE

If, at the beginning of your turn, there is an opponent's piece adjacent to yours and an empty square immediately after it, you must capture the opponent's piece by jumping over it with your piece and landing on that empty square. The captured piece is removed from the game. Note that soldiers cannot jump backward.



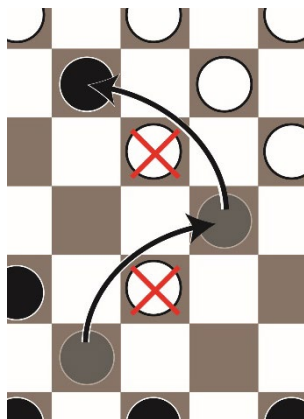
(Fig.3) Capture by jump

If it is possible to jump continuously from the square where it landed, it **must** continue jumping during the same turn. A continuous jump can be made in different directions.

PLEASE TURN OVER ⇒

Capturing is mandatory and must be done whenever there is an opponent piece that can be captured during a turn.

If there is more than one piece to capture or more than one route for continuous jumps, the turn player may choose from them. In American checkers, it is not necessary to choose the route with the largest number of captures.

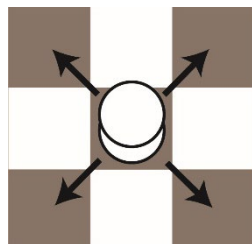


(Fig.4) Continuous jump

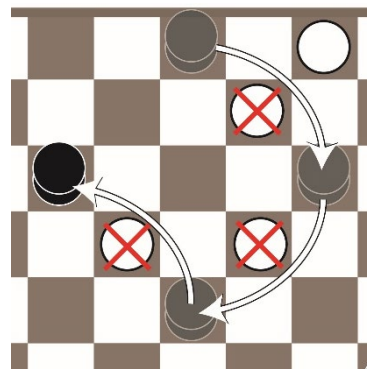
PROMOTION

When your piece (soldier) reaches the far end of the board, it is promoted to a king. A king is represented by stacking an unused piece of your color on top of it.

A king can move and capture diagonally backward as well as diagonally forward.



(Fig.5) King's move



(Fig.6) Continuous jump by a king

GAME END

The player who captures all of his or her opponent's pieces wins the game. If both players find the game unwinnable, the game can be called a draw by agreement.

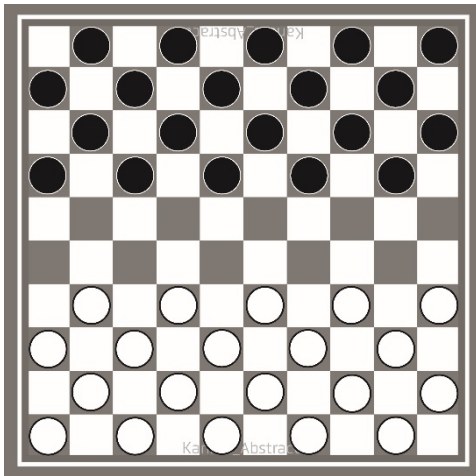
International Checkers

2 players / 30 minutes / 6 years and older

International checkers is a type of checkers widely played around the world, using 20 pieces each on a 10 x 10 square board. Other differences from American checkers are that soldiers can also jump backward, kings can jump any distance, and the player is forced to jump to capture the most pieces.

SETUP

Decide which player will use which color in an appropriate way, and place 20 pieces of each color on the colored squares as shown below.

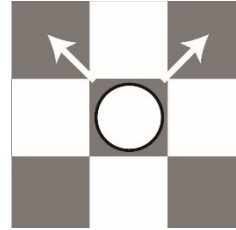


(Fig.1) Initial setup

GAME PLAY

The black player is the first player to move and turns alternate. The turn player moves one of his or her pieces to

an empty square diagonally in front of it, unless there is a piece on the board that can be captured. Unpromoted pieces (soldiers or men) may not be moved backward except in capture.

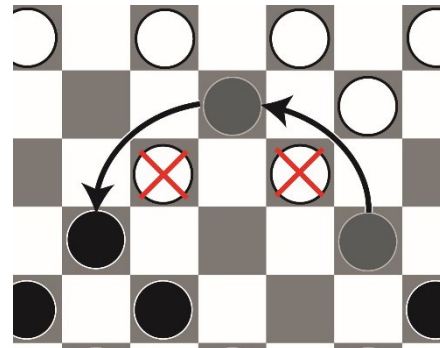


(Fig.2) Soldier's move

CAPTURE

If, at the beginning of your turn, there is an opponent's piece adjacent to yours and an empty square immediately after it, you capture the opponent's piece by jumping over it with your piece and landing on that empty square. In international checkers, soldiers can also jump backward. The captured piece is removed from the game.

If it is possible to jump continuously from the space where it landed, it must continue to jump as far as possible during the same turn. Continuous jumps can be made in different directions, but it cannot jump over the same piece twice.



(Fig.3) Continuous Jump

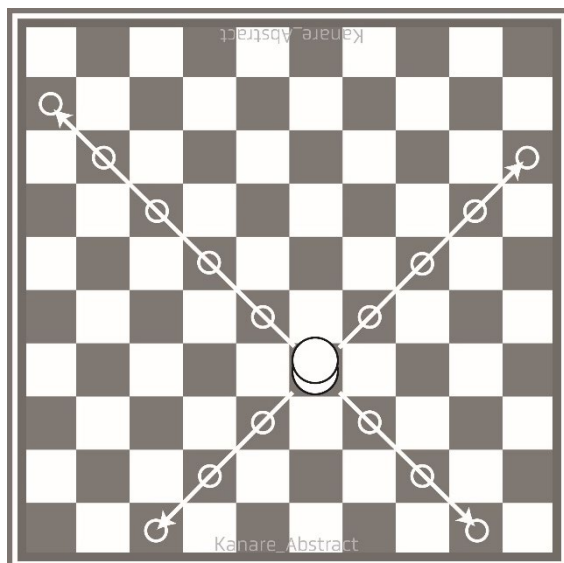
Capturing is mandatory and must be done whenever there is an opponent piece that can be captured during a turn. In international checkers, if there is more than one piece that can perform capturing or more than one route for a continuous jump, the one with the largest number of captures must be selected.

PROMOTION

When your piece (soldier) reaches the far end of the board, it is promoted to King. The king is represented by stacking an unused piece of your color on top of it.

* A piece can only be promoted to King if the piece **stops** at the far end of the board. Note that it cannot be promoted if it passes the far end of the board in a continuous jump.

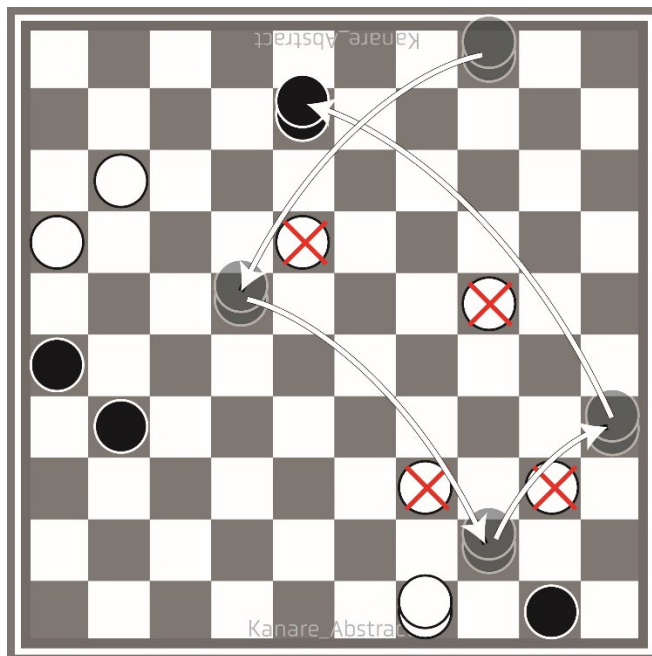
The king can move diagonally forward or diagonally backward, any distance.



(Fig.4) King's move

The king can jump any distance during capture, without the capture targets needing to be adjacent to each other. It can jump continuously but cannot jump over two or more pieces at the same time in a single jump.

Pieces captured by continuous jumps are removed from the board together at the end of the turn (and thus cannot land on the square where the captured piece is located during a continuous jump).



(Fig.5) Continuous jump by king

GAME END

The player who captures all of his or her opponent's pieces wins the game. If both players find the game unwinnable, the game can be called a draw by agreement.

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Other Checkers Variants (8 x 8 squares)

The following are variants of checkers that use the same 8x8 square board as American Checkers. **Only the differences from American Checkers are described.**

German Checkers

A king can jump any distance as in International Checkers. However, a king must always land on the square immediately after the piece to be captured and continue jumping as long as possible.

Pool Checkers

As in international checkers, soldiers can jump backward, and kings can move and jump any distance. A soldier cannot be promoted if it passes through the farthest row in the middle of a continuous jump.

Russian Checkers

White has the first move. Soldiers can jump backward. A king can move and jump any distance. If a soldier reaches the farthest row in the middle of a series of jumps, it is promoted to a king and can continue jumping as a king.

Brazilian Checkers

White has the first move. Soldiers can jump backward. A king can move and jump any distance.

If there are multiple pieces/routes available for capture, the one with the largest number of captures must be selected.

Spanish Checkers

Unlike American Checkers, pieces are placed in the light squares. White has the first move.

A king can move and jump any distance.

If there are multiple pieces/routes available for capture, the one with the largest number of captures must be selected. If the number of captures is equal, the route that captures the most kings is chosen.

Italian Checkers

Unlike other checkers, the board is used so that the colored squares are in the right corner in front of the player. White has the first move. Soldiers cannot jump over the opponent's king.

If continuous jumps are possible, the route that captures the most pieces must be chosen. In the case of equal numbers of captures, priority is given to the route that captures by a king > the route that captures the most kings > the route that captures a king first.

Czech Checkers

White has the first move. If there is more than one piece that can be captured, the piece that can be captured by a king has priority. If there are multiple routes for continuous jumps, the turn player may choose a route, but all possible captures must be made on that route. Kings can move and jump any distance as in the international checkers.

Turkish Checkers

White is the first player. The pieces are placed in the second and third rows in front of each other, each with 16 pieces.

Unlike other checkers, soldiers move straight forward or to the left or right, not diagonally, and jump straight forward, backward, left or right.

Kings can move and jump any distance, but only horizontally and vertically, not diagonally. If there is more than one piece/route available for capture, the one with the largest number of captures must be chosen.

Armenian Checkers

The basic rules are the same as in Turkish checkers, but soldiers can also move diagonally forward. Kings move any distance in eight directions. In both cases, capture is done only in the vertical and horizontal directions.

Gothic Checkers

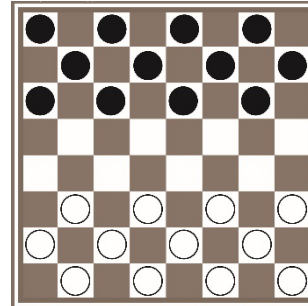
White is the first move. Each player places 16 pieces in the first and second rows in front of the other.

Soldiers move only diagonally forward but can be captured in five directions: straight forward, left and right, in addition to diagonally forward. Kings move and capture in eight directions (there is also a variant that allows them to move and capture any distance, like international checkers).

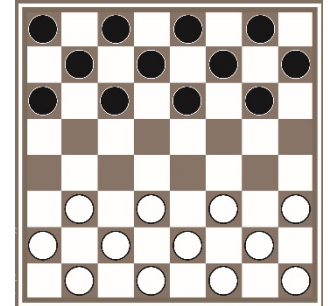
Malaysian Checkers (Singaporean Checkers)

Uses a 12x12 square board. The color of the first move is not fixed.

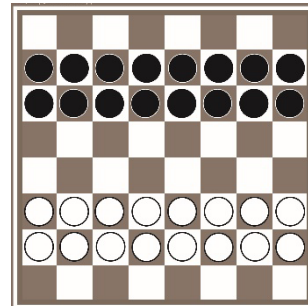
Even if a capture is possible, the player may take a move without capturing. In this case, the piece that had to perform the capture is forfeited and removed from the game.



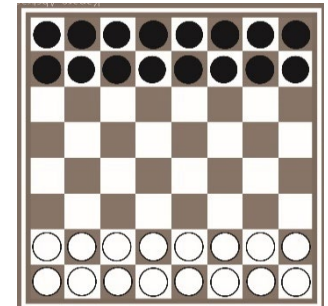
Spanish checkers



Italian checkers



Turkish checkers



Gothic checkers

Other Checkers Variants (10 x 10 squares or more)

The following are variants of checkers that uses the same 10x10 squares or larger board size as international checkers.

Only the differences from international checkers are described.

Frisian Checkers

Pieces can jump horizontally and vertically like in Turkish checkers in addition to diagonally when jumping (moves are diagonal only).

A king is worth 1.5 soldiers, and if there are multiple pieces/routes available for capture, the one that maximizes the total value of the capture target must be chosen.

Canadian Checkers

Each player uses 30 pieces on a 12 x 12 square board. Other rules are the same as in international checkers.

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Zong-Heng

Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

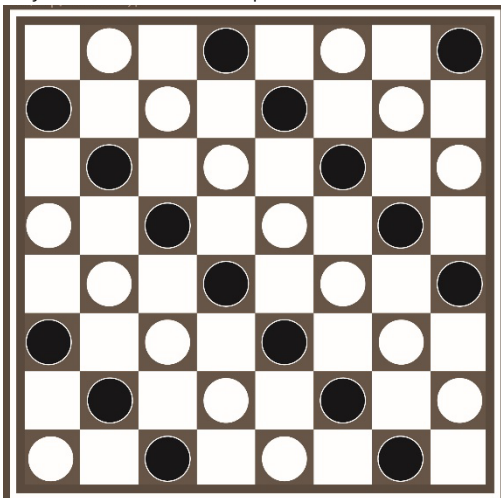
Zong-Heng is a game in which the object is to create larger groups by adding pieces by shifting rows and columns of pieces (Zong-Heng means horizontal and vertical in Chinese). 8x8 checkerboard is used, but the game can be played on larger boards by expanding the pattern of the initial position.

COMPONENTS

- A checkerboard with an even number of squares
- Pieces of the same number of squares on the board (half of each color)

SETUP

Place pieces in the dark colored squares as shown below. Decide which player use in which color in any appropriate way and receives all the pieces of his/her color.



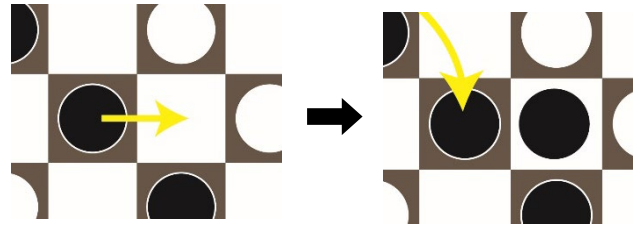
(Fig.1) Setup

DEFINITIONS

A group is pieces of the same color that are vertically or horizontally adjacent to each other (diagonals are not included in the adjacency). The group size is the total number of pieces in the group.

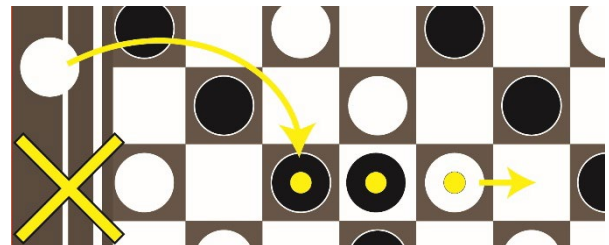
GAMEPLAY

Starting with the player with black. Each turn, the player shifts a piece on a dark square to an adjacent empty square, either horizontally or vertically, and adds a new piece of his or her color to the empty dark square. When shifting only one piece, only a piece of his/her own color can be moved.

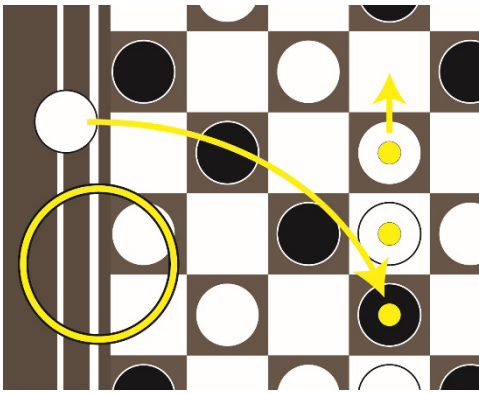


(Fig.2, 3) Shift a piece on a dark square by one square vertically or horizontally, then place a piece in the square.

If a piece in a dark square is connected to another piece in a row or column, it can be moved by one square in a row or column, and a new piece can be placed in the empty dark square, as long as there is an empty square in that direction. You can only move a row or column if there are more of your pieces in pieces to be moved than your opponent's pieces.



(Fig. 4) Since there are more black pieces, the white player cannot shift the row of pieces indicated by the yellow dots.



(Fig. 5) Since there are more white pieces, the white player can shift the column indicated by the yellow dots and place a piece.

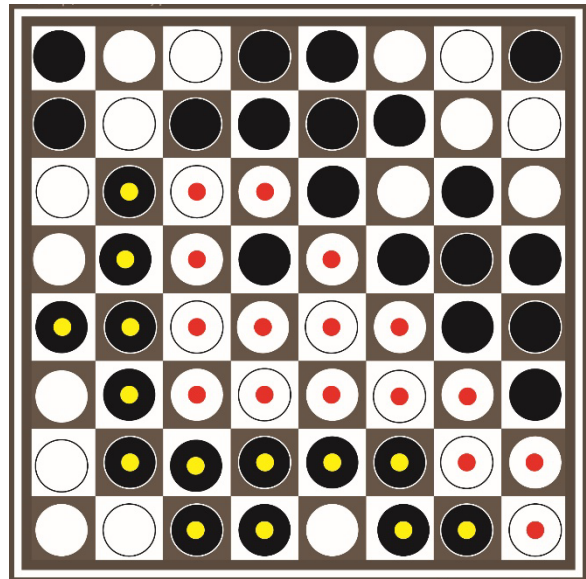
If you cannot add a piece in your turn, you must give your turn to your opponent. Otherwise, passing is not allowed.

GAME END

The game ends when there are no more places to place pieces. The owner of the largest group wins.

If the largest group is tied, the second largest group is compared, and if there is still a tie, the third, fourth, and so on until there is a size difference. If there is a tie at the end, the game is a draw.

*If there are several groups of your own of the same size, the order is assigned as follows: one of them is first, the others are second, third, and so on.



(Fig. 6) White player's largest group size is 16 and Black player's is 14, so White player wins.

10 Binary 10

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

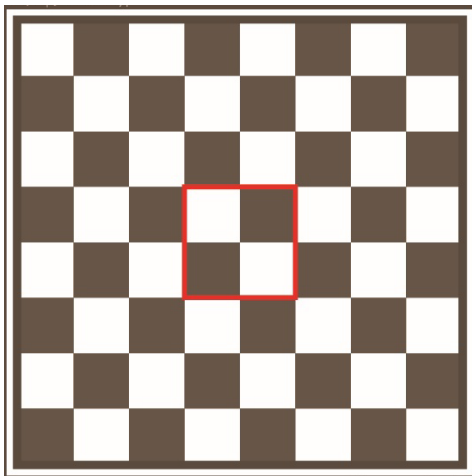
Binary is a territorial game using a checkerboard. The player who creates larger groups possible has the advantage, but the unique feature of this game is that empty squares of the same color as the pieces are also included in one's territory.

COMPONENTS

- 8×8 checkerboard
- 16 pieces of each of the two colors

If playing with a larger size, prepare the pieces so that the total number of pieces is half of the total number of squares of the board.

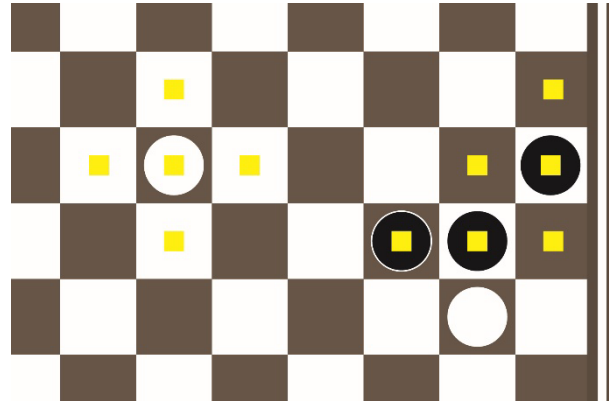
The 2 x 2 space in the center of the board is called the center space.



(Fig.1) Red frame indicates center space

TERITORIES

A territory is a group of pieces of the same color that are horizontally or vertically adjacent to each other. Territories also include the empty squares of the same color adjacent to a piece horizontally or vertically. The size of a territory is the total number of pieces and empty squares in the territory.



(Fig.2) Example of a territory. The left shows a size-5 territory of white and the right shows a size-6 territory of black.

Territory size is 2 or more. In other words, a single empty square or a single piece is not a territory.

SETUP

Decide which player uses which color in any appropriate way and receives all pieces of his or her own color.

GAMEPLAY

At first the board is empty. First, the player with black places his or her piece in one of the dark squares. The black player's first move cannot be placed in the center space.

Starting with the next white player, the active player performs one of the following actions. Passing is not allowed.

1. place your piece in one or two empty squares of the same color as your piece
2. place your piece in one of the empty squares of a different color

THE CENTER SPACES

The 2x2 space in the center of the board is the center space. Placing pieces in this space is subject to the following restrictions:

1. if you place a piece in a square of your color, you can only place one piece on your turn.
2. If you place a piece on a square of a different color from your own, you discard one piece from your hand (i.e., one piece not placed on the board) and remove it from the game. If you do not have any pieces in your hand, you cannot place them in those squares.

GAME END

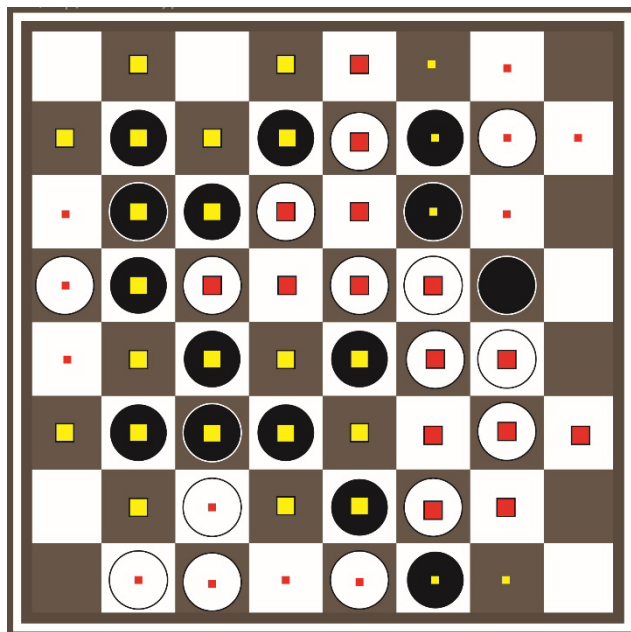
When one player runs out of pieces, the other player places all remaining pieces according to the above rules to end the game.

Each player calculates his/her score according to the following:

Score = size of largest territory x 2 + total size of remaining territories

The player with the higher score wins. In case of a tie, the size of the largest territories are compared, and if there is still a tie, the second, third, and so on until there is a size difference. If there is a tie until the end, the game is a draw.

* If you have multiple territories of the same size, order one of them as first, the others as second, third, and so on.



(Fig.3) Black scores 49 ($22 \times 2 + 3 + 2$), White scores 42 ($15 \times 2 + 5 + 4 + 3$), Black wins.

Incorrect Checkers

Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

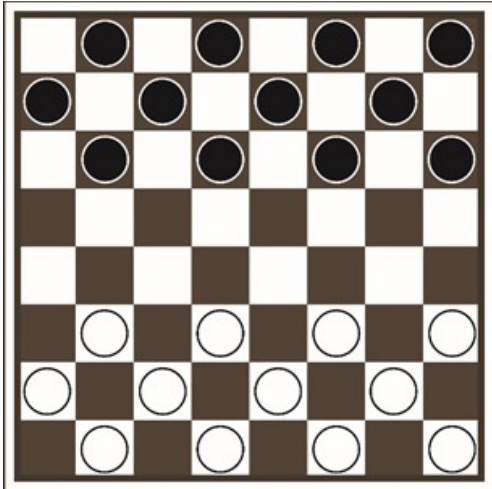
Incorrect Checkers is a game born from the wrong setup of checkers. Although it bears the name of checkers, there is no capture, and the aim is to reach the goal while jumping other pieces like in Halma or Chinese Checkers.

COMPONENTS

- 8×8 checkerboard
- 12 pieces for each two colors

SETUP

Decide which player uses which color. As a setup, place the pieces as follows.



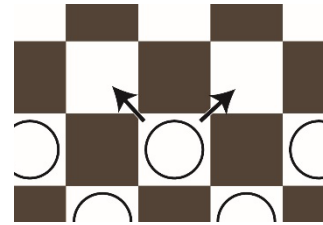
(Fig.1) Initial setup

GAMEPLAY

Starting with the black player. On each turn, the player moves one of his or her pieces by stepping or jumping. In this game, the white piece always moves to the white square and the black piece always moves to the black (dark) square.

STEP

If the diagonal front of a piece is an empty square, the player can move one step to that square.

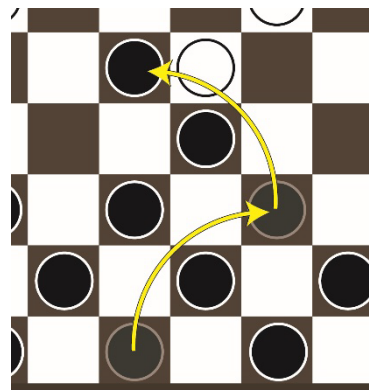


(Fig.2) Stepping

JUMP

If the piece to be moved is diagonally adjacent to another friendly piece and there is an empty square immediately behind it, it can jump over that piece.

If it is possible to jump further from the position after the move, the player can make a multiple jump. The direction of the jump can be changed during the jump.



(Fig.3) Multiple Jumping

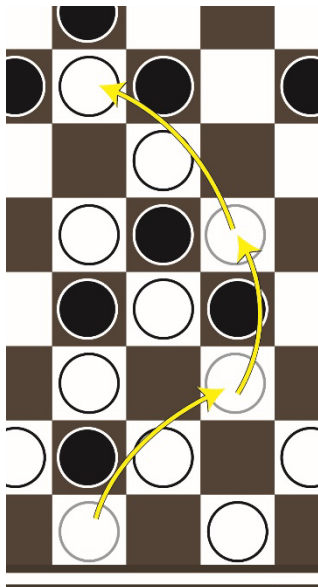
When making a series of jumps, the piece may jump diagonally backward, but the final position of the moved piece must be further forward than at the beginning of the turn. You may not jump over the same piece twice during a multiple jump.

Jumping is not forced and jumping can be stopped at any time during a multiple jump.

JUMP OVER OPONENT

When moving by jumping, the piece can jump over only one piece of an opponent per turn, either vertically or horizontally. This can be done by incorporating it into a multiple jump or by jumping over an opponent's piece in front of it.

The piece after moving must end its movement at a position further forward than where it started, so it cannot make a single jump only horizontally.



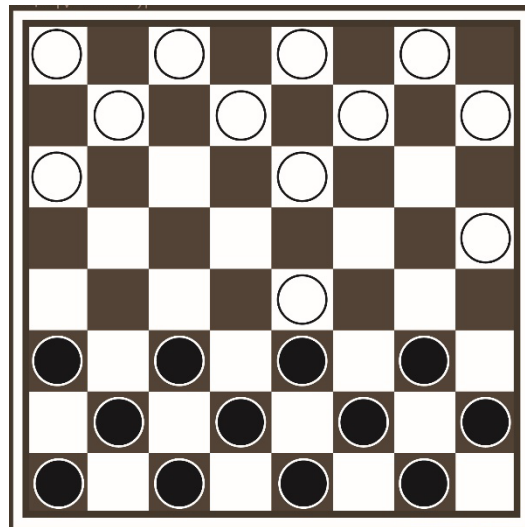
(Fig.4) Example of a multiple jump including a jump over an opponent

RETREAT

As mentioned above, in principle, a piece must end its move at a position before its starting position, but it can move backward diagonally only if all the goal points (see below) reachable from the piece's position are occupied by friendly pieces. Jumping is not allowed when moving backward.

GAME END

The player who gets all his or her pieces to the last three rows of the board wins.



(Fig.5) Black Wins.