

Incorrect Checkers

Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

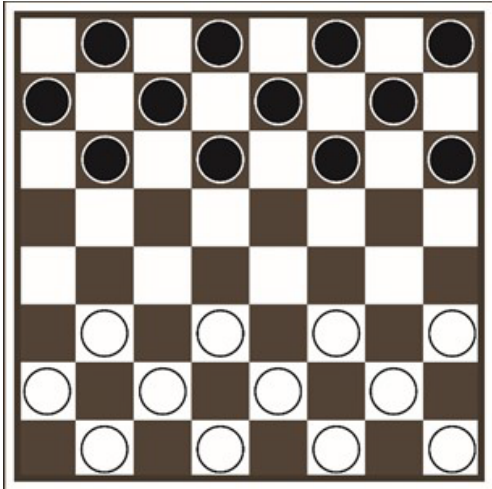
Incorrect Checkers is a game born from the wrong setup of checkers. Although it bears the name of checkers, there is no capture, and the aim is to reach the goal while jumping other pieces like in Halma or Chinese Checkers.

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.



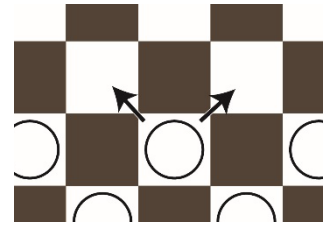
(Fig.1) Initial setup

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.

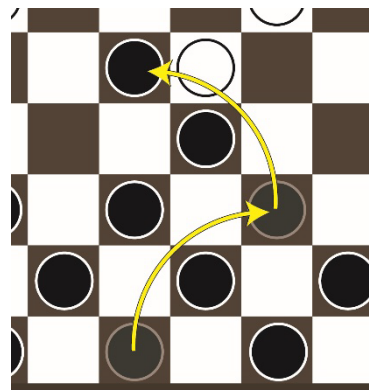


(Fig.2) Stepping

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

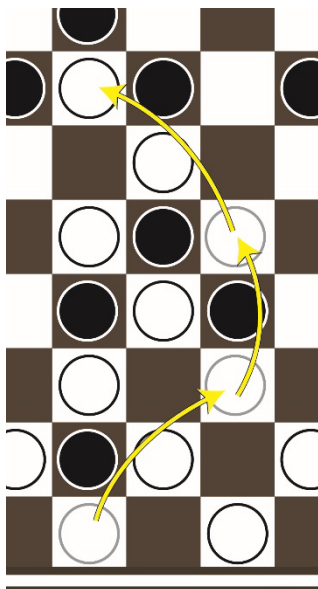
When making a series of jumps, the piece may jump diagonally backward, but the final position of the moved piece must be further forward than at the beginning of the turn. You may not jump over the same piece twice during a multiple jump.

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.



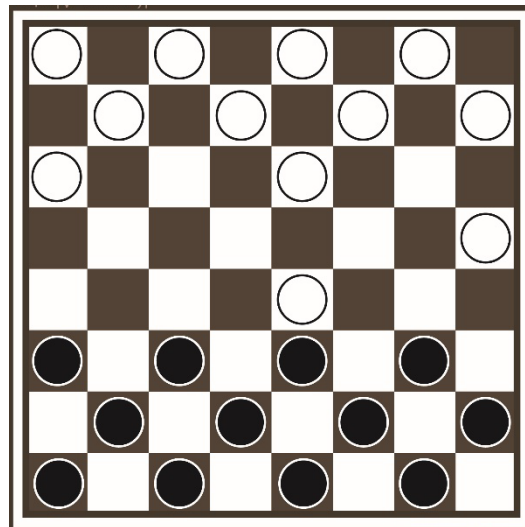
(Fig.4) Example of a multiple jump including a jump over an opponent

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.