

Checkers

The rules on one page

Players

2

You need

A checkerboard of 8 by 8 squares and 24 pieces, 12 in each of two colors

Goal

Capture all the other player's pieces, or leave them with no move

Game ends

When a player has no pieces left or cannot move, or when the game is drawn

Setup

1. Put the board between the 2 players so that each of you has a dark square in the corner at your left hand and a light square at your right. You play only on the dark squares.
2. Decide who plays Black, the darker side. Black moves first. In a match, swap colors after each game.
3. Each player places 12 men on the dark squares of the 3 rows nearest them. The 2 middle rows start empty.

How to play

1. **Move a man.** Black moves first, then turns alternate. A man moves one square diagonally forward onto an empty dark square. Men never move backward.
2. **Jump to capture.** If one of the other player's pieces sits diagonally in front of your man and the square just beyond it is empty, jump over it to that square. Take the jumped piece off the board.
3. **If you can jump, you must.** Jumping is required. If any of your pieces can jump, you must make a jump instead of an ordinary move. If you have more than one jump, choose any of them. It does not have to be the one that takes the most pieces.
4. **Keep jumping.** After a jump, if the same piece can jump again from where it landed, it must. Keep going until it has no more jumps or it is crowned. One turn can take 2, 3 or more pieces this way.
5. **Crown a king.** When a man reaches the far row, the row nearest the other player, it becomes a king. Your turn ends there, even in the middle of a chain of jumps. The man is crowned by stacking a second man of its color on top.

6. **Move and jump with a king.** A king moves one square diagonally in any direction, forward or backward. It jumps the same way, so it can capture backward too. The rules for required jumps and chains of jumps apply to kings as well.
7. **Win or draw.** You win when the other player has no pieces left, or when it is their turn and they cannot move. If neither player can force a win, the game is a draw. You can also agree to a draw at any time.

Men and kings

Rule	Man	King
Moves	One square diagonally forward	One square diagonally, forward or backward
Jumps	Forward only	Forward or backward
Can be jumped by	A man or a king	A man or a king

Scoring

How a game ends

What happened	Result
You capture the other player's last piece	You win
It is the other player's turn and they have no legal move	You win
Neither player can force a win	Draw
Both players agree to stop	Draw
Tournament rules: a position comes up a third time, or each player makes 40 moves with no man moving forward and nothing taken	Draw

You win by taking all the other player's pieces or by leaving them with no move on their turn.

