



Playing Instructions / How to Play / Rules

1. Objective

The objective of Checkers is to capture all of your opponent's pieces or block them so they cannot make a legal move.

A player captures an opponent's piece by jumping over it diagonally into an empty square.

You win the game when your opponent:

- Has no pieces remaining, or
- Has pieces remaining but cannot make a legal move.

2. Game Setup

- The game is for 2 players.
- One player uses the Yellow pieces.
- The other player uses the Green pieces.
- Each player starts with 12 pieces.
- Place the board between both players.
- Pieces are placed only on the dark squares.
- The first 3 rows of dark squares on each player's side are filled with pieces.
- Decide which player goes first.

The game is played in two main phases:

Phase 1 – Moving the Pieces

Phase 2 – Kinging the Pieces



3. Moving the Pieces

Players take turns moving one piece at a time.

On your turn:

1. Choose one of your pieces.
2. Move it diagonally forward by one square.
3. The destination square must be empty.
4. A piece cannot move onto an occupied square.
5. Check whether you can capture an opponent's piece.

Regular pieces can move forward only.

4. Capturing an Opponent's Piece

A player captures an opponent's piece by jumping over it.

To make a capture:

- Your piece must be diagonally next to an opponent's piece.
- The square immediately beyond the opponent's piece must be empty.
- Jump your piece over the opponent's piece and place it on the empty square.
- Remove the jumped opponent's piece from the board.

For example:

● — ● — ○
Jump: ● → ○

The green piece is removed from the board.



Captures are mandatory. If you have a legal capture available, you must make a capture.

5. Multiple Captures

A player may be able to capture more than one opponent's piece during the same turn.

After making a capture:

- Check whether the same piece can make another capture.
- If another capture is available, continue jumping.
- Continue until no further capture is possible.

When all possible captures are completed, the turn ends.

6. Becoming a King

When a regular piece reaches the opponent's last row, it does not immediately become a King.

The piece must wait on the last row until a King position becomes available.

Each player can have a maximum of 3 Kings at a time.

If you already have 3 Kings:

- A new piece reaching the last row must remain there.
- It cannot become a King while all 3 King positions are occupied.
- The piece stays on the last row and waits.
- When one of your Kings is captured by your opponent, the next eligible piece waiting on the last row can become a King.



7. King Limit

Each player can have only 3 Kings at a time.

- The first 3 eligible pieces that reach the opponent's last row can become Kings, subject to the waiting rule.
- A player cannot have more than 3 Kings on the board.
- If all 3 Kings are still on the board, additional pieces reaching the last row must wait.
- When one of the 3 Kings is captured, one waiting piece may become a King.
- The newly promoted King can then move according to the King rules on its next turn.

8. Moving a King

A King can move diagonally:

- Forward by one square, or
- Backward by one square.

The destination square must be empty.

Kings can capture the opponent's pieces in both forward and backward directions.



9. Capturing with a King

A King captures by jumping diagonally over an opponent's piece into an empty square.

For example:



The green piece is removed from the board.

If another capture is available after the jump, the King continues capturing.

Important: A piece waiting on the last row is still a regular piece until it becomes a King. It cannot use King movement or King captures while waiting.

10. Blocking Your Opponent

Players can use their pieces to block the opponent.

A player should try to:

- Capture the opponent's pieces.
- Protect their own pieces.
- Prevent the opponent from making captures.
- Move pieces toward the opponent's back row.
- Create opportunities to become a King.
- Block the opponent's available moves.

If a player has pieces remaining but none of them can make a legal move, that player loses the game.



11. Winning the Game 🏆

A player wins immediately when their opponent:

Has no pieces remaining

OR

Has no legal move

The player who causes either condition is the winner.

12. Basic Strategy

Checkers is a game of planning, positioning, blocking, and attacking.

You can:

- Capture your opponent's pieces.
- Protect your own pieces.
- Force your opponent into positions where they must make unfavorable moves.
- Move pieces toward the back row to create Kings.
- Use Kings to move and capture in both directions.
- Block your opponent's pieces.
- Plan multiple captures in a single turn.

The basic flow is:

Move your pieces → Capture opponent pieces → Protect your pieces → Reach the back row → Become a King → Capture more pieces → Block your opponent → WIN!