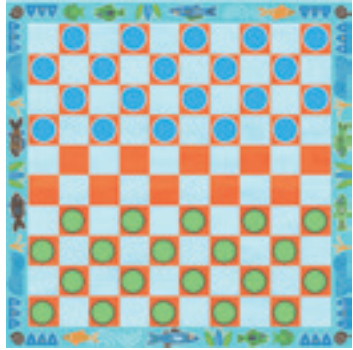


Draughts



Contents: 1 draughtsboard, 20 green draughts, 20 blue draughts

Object: To be the first player to capture all your opponent's pieces, or to block the board so that no other moves are possible.



Starting position

Preparing to play:

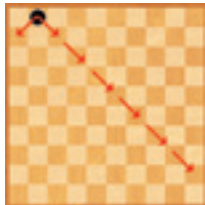
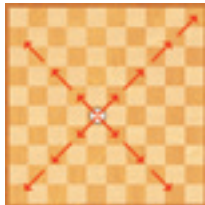
Each player places their pieces on the red squares in the first four rows on their side of the board.
The player with the blue pieces starts.

How to play:

1



2



Movement:

1- Move the pieces forward diagonally, one square at a time.

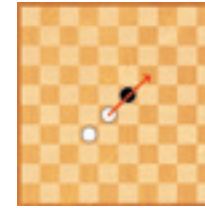
When a piece reaches the final row, it becomes a king ('crown' it with a piece not in use to represent a king).

2- The king can move one or more squares forward or backward along any diagonal.

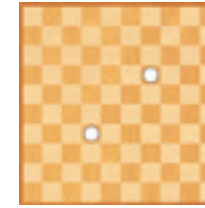
Capture:

Capturing pieces is compulsory; otherwise your opponent can call out 'you snooze, you lose' and remove the piece from the board. Once a piece has been captured, it is removed from play.

Before:

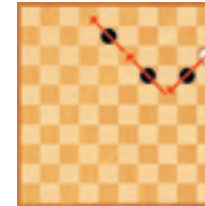


After:

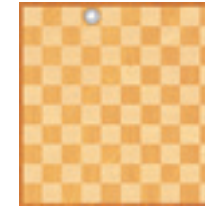


3

Before:

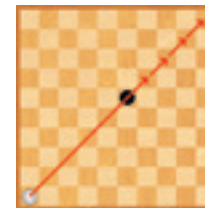


After:

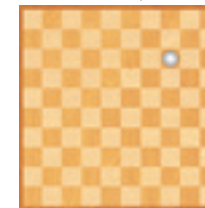


4

Before the move:

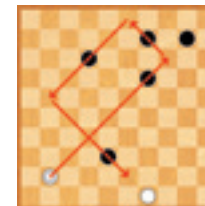


After the capture:

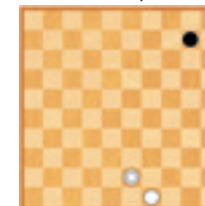


5

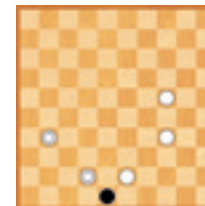
Before the move:



After the capture:



6



7

3- By a piece: A piece may capture an opponent's piece by jumping forward or backward, provided that the square behind the piece is unoccupied.

4- If the situation recurs after this first capture, your piece continues to capture your opponent's pieces in the same way. It is then the other player's turn.

5- By a king: A king may capture an opponent's piece (whether close by or far away) by jumping either forward or backward, provided that at least one square behind the piece is unoccupied.

6- After this first capture, the king may continue to move, changing diagonals if it is possible to capture another piece. It is then the other player's turn.

Caution:

7- Taking the largest number of pieces is the priority, and therefore compulsory (a king counts as one piece, and you do not have to prioritise taking a king over an ordinary piece). In this example, the black pieces are obliged to take the three white pieces; they cannot take the two white kings!

Winning:

A player wins the game when their opponent:

- Cannot play when it is their turn
- Has no more pieces

The game is declared a draw when:

- A player makes the same move for the third consecutive turn
- Neither player has won after 20 consecutive moves.

