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DRAUGHTS / CHEQUERS INSTRUCTIONS:

OBJECT OF THE GAME – Each player tries to get as many of his/her draughtsmen as possible through to the far side of the board, taking as many of the opponent's pieces as possible in the process and removing them from the board.

START OF PLAY – Decide which player gets the white draughtsmen and which player gets the black draughtsmen.

The two players set out their men on the black squares of the first three rows of squares on the board, facing each other - (see diagram on reverse of outer box). Black always begins. Players take turns to move one draughtsman at a time.

PLAYING THE GAME – The player whose turn it is moves one of his/her draughtsmen forward one square in a diagonal direction. The draughts only move on the black squares and never go onto the white squares. A draughtsman may not be moved to a square already occupied by one of the player's own men or by one of the opponent's men.

TAKING THE OPPONENT'S DRAUGHTSMEN – If an opposing draughtsman is located on a square directly adjacent in a diagonal line and there is an empty space behind, the draughts can be taken by jumping over it. The draught is removed from the board. If there is another opposing draughtsman behind it and the square behind it is also empty, it too can be taken. A zig-zag movement is also allowed, but only in a forwards direction. It is thus possible to take several draughtsmen in succession, but jumping over one's own men is not allowed.

DRAUGHTSMEN MUST BE TAKEN WHEN POSSIBLE – If a player moves a draughtsman forwards and doesn't realise that he/she could have taken one or more opposing men, the opponent can remove the other player's draughtsman/draughtsmen from the board – because men must be taken when the opportunity arises. If there are several different draughtsmen which can be taken, a player is free to choose which one(s) to take. This is called 'huffing'. Alternatively, the opponent can cancel the player's move and return the draughtsman to its original position or do nothing at all and continue with their turn.

KINGS – On reaching the far side of the board, a player can make his/her draughtsman into a king by placing one of the men he/she has previously lost on top of the draughtsman which has reached the far side of the board. The king can only move on the player's next turn. A king is thus two draughtsmen on top of each other.

If only the opponent's men have been taken so far, one of the opposing draughtsmen is placed underneath the man which has reached the far side of the board. The colour of the top draughtsman indicates which player the king belongs to. A king can move or capture diagonally both forwards and backwards. There may be several kings on the board at one time. A king can be taken in the same way as a normal draughtsman.

END OF THE GAME – The first player to take all the opponent's draughtsmen, or to trap the opponent so that he/she cannot move, is the winner.