(American) Checkers

Players 2
Length 30 minutes
Equipment one standard piecepack
Version 1.2 (2019-12-19)
A player wins by capturing and/or blocking all their opponent's pieces.

**Setup**

1. Decide by random selection which player will make the first move. Within a game players alternate moves, during their move each player has one move.

**The Moves**

Each player has two possible pieces available to them: (uncrowned) men and (crowned) kings. Kings may jump over an opponent's piece in any direction. After the conclusion of the game (which they are not) then they would not have any legal moves available to them.

**The Pieces**

Men and kings each have a non-capturing and a capturing move. Men slide one square forward while kings slide diagonally to an empty square one square forward or two squares forward over an opponent's piece that exists in between that square and the capturing piece's initial square (the opponent's piece is then removed from the board). Kings may jump over an opponent's piece in any direction. After the conclusion of the game (which they are not) then they would not have any legal moves available to them.

**Opposite Colored Pieces**

If neither player can force the other to move, then a player will promove their (crowned) piece to a king. A player may also choose to do so when it is their opponent's turn to move. If multiple pieces are able to jump at the same time then the opponent gets to choose which one to huff off the board.