(American) Checkers

Players 2
Length 30 minutes
Equipment one standard piecepack
Version 1.2 (2019-12-19)

Credits

Game design: Traditional, adapted by Mark A. Biggar and Trevor L. Davis

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This is called “huffing.” Jumps as described earlier in the rules are now optional but if a player fails to do (previously mandatory) jump in their turn then the piece that would have jumped is removed by the opponent before their move.

A man's jumping move doesn’t necessarily end upon reaching the king-row and promoting to a king. For example "astronomical" versus "power" suits or "dark" versus "light" suits. Traditionally drawn from a recognized set of ballot cards.

If possible a player must choose to do a jump instead of a simple move. After making a jump a piece must continue to jump until it can no longer do so.

If multiple pieces can make a jump and/or a piece may jump in multiple directions then the player may choose which piece and which jumps to make—they need not maximize the number of possible jumps (but any jumping piece must continue to make jumps until it can no longer do so). Formally, a game ends in a draw if either 1) the players agree to a draw, 2) on their next move a player repeats the same board position, or 3) no pieces have been removed from the board.

In subsequent games alternate which player makes the first move.

The Order Of Play

1. Alternately, move each player’s pieces.

2. When a player reaches the king-row, that piece can become a king. If their opponent were allowed an extra move after that move, they would lose.

A player wins by capturing and/or blocking all their opponent's pieces. If neither player can force a win within 50 moves, then the game is a draw.