

Double Draughts rules

By Rich Hutnik (Copyright 2011)

This game originated from asking two simple question regarding Anglo-America checkers: First, why is only half the spaces used? Second, what would happen if you used all 64 spaces of a checkerboard. Basic understanding of normal 8x8 Anglo-American Checkers is presumed, and these rules end up focusing on the changes.

Number of players for game: 2

Objective of game: Eliminate all enemy checkers from the board, or force one's opponent to not have a legal move.

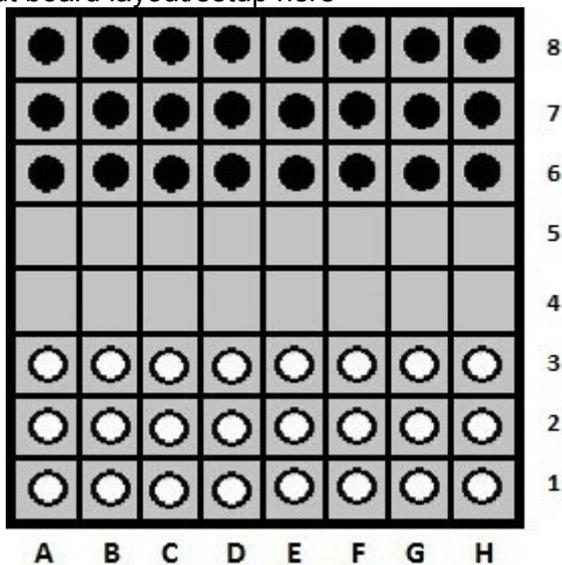
Equipment used in game:

* **Standard 8x8 checkerboard.**

* **24 checkers for one player, and 24 checkers for the other player:** These checkers start on the board as shown in the Board Setup section below. In these rules, the checkers are black and white.

Board Setup:

Put board layout/setup here



Rules of play:

Players alternate turns moving one of their pieces. Pieces either perform a slide move or a jump move. If a player has a jump move present, they must perform it. This could be true for multiple jumps, also, in that after a jump is performed, a player would need to perform another jump capture. Players command one of two types of piece Men (single piece is a Man), and Kings. Below describes how each piece moves, complete with diagrams.

Man:

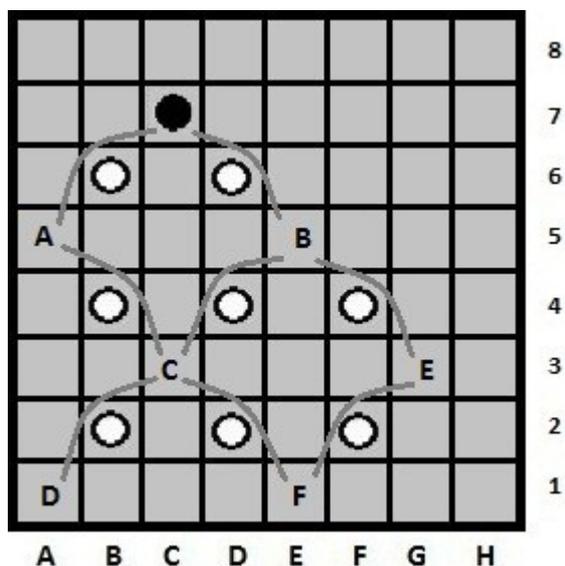
Slide move:

Piece slides one space diagonally forward.



Jumping move:

In the next diagram, the Black checker at B7 can jump to the following set of spaces: A-C-D, A-C-F, B-C-D, B-C-F, B-E-F. Along the way, all white checkers jumped over would be captured and removed. King pieces may also be jumped over, captured and removed. By landing on A1 or E1, the Black checker would get promoted to a King and end its turn. A piece, once picked to jump, must continue jumping until it no longer has a jump move performed. A single jump consists of a leap over a single enemy piece. During a jumping move, a single piece may perform multiple single jump moves.

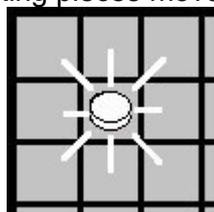


King:

When a Man ends up on the last row on the board (White on Row 8 and Black on Row 1), the piece is promoted to a King (it has another checker of its color placed on top, becoming crowned and becomes a stack two high. A Man piece becomes a King at the end of its movement.

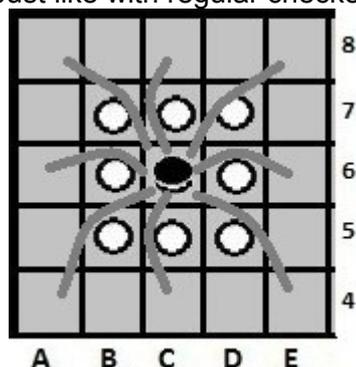
Slide Move:

King pieces move one space in any direction, like a King in Chess. See next diagram for example:



Jump:

Just like with regular checkers, a King must perform multiple multiple jumps. King jumps in all 8 directions.

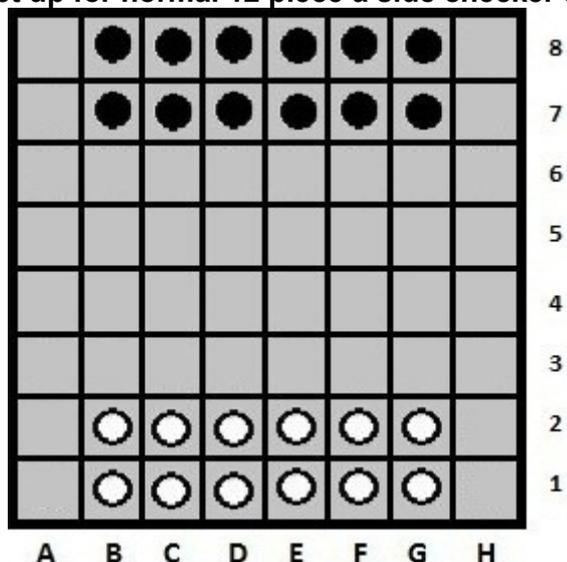


How the game ends:

If a player captures all of an opponent's pieces, or forces their opponent to not have a legal move, the player wins the game. Conditions of winning the game are identical to regular Anglo-American checkers.

Variant rules:

Set up for normal 12 piece a side checker set:



King promoted once again:

In this version a King piece promotes to a third level. When a King returns back to its home row (Row 1 for White, and Row 8 for Black) it becomes a stack of checkers 3 high. The King would then move as the King does in normal rules of Double Draughts, and the normal King would end up moving like a King in regular checkers, without the moving vertically or horizontally. It would capture as it does in regular roves, just not move vertically or horizontally. The next diagram shows this revised movement for the level 2 King that comes from the promotion of a Man to a King.

