**Wooden Draughts set
ES0348**

**Product Instructions**

## General description

Draughts or checkers is a group of abstract strategy board games between two players which involve diagonal moves of uniform pieces and mandatory captures by jumping over the enemy's pieces. Draughts is played by two people, on opposite sides of a playing board, alternating moves. One player has dark pieces, and the other has light pieces. The player with the dark pieces makes the first move unless stated otherwise. Pieces move diagonally and pieces of the opponent are captured by jumping over them. The playable surface consists only of the dark squares. A piece may only move into an unoccupied square. Capturing is mandatory. A piece that is captured is removed from the board. In all variants, the player who has no pieces left or cannot move anymore has lost the game unless otherwise stated.

## Orientation

This set is made from wood and has wooden draughts pieces. The board measures approximately 33cm (13") x 33cm (13"). The perimeter of the board is raised from the playing area, and within the playing area are 64 squares, with the light coloured alternate ones recessed from the dark ones. Each square has a hole in it to hold the playing pieces.

The wooden pieces are all supplied in a light wood colour and to differentiate them from the typical white playing pieces the dark pieces are denoted by a raised section on top of each of the playing pieces. There are 30 pieces in total inside the plastic box.

Each playing piece has a small peg on the bottom so it can be inserted into the hole on each of the playing board squares.

## Rules of draughts

Draughts is a game played on a board by two opponents. The square in the lower right hand corner of the board will be light or dark, depending on the variant played. The black/dark squares are raised to help differentiate them from the white ones. Each square has a hole which allows you to easily slot in your playing piece.

To start the game, each opponent will take 12 counters (or men) of the same colour - light (flat top) or dark (raised top) and will place one on each of the black squares in the first three rows closest to that player’s side. The player with the light men always makes the first move and thereafter they will take turns to move a man of their own colour (one move at a time). When not capturing, men can only move one square at a time, in a forward diagonal direction to the left or to the right (never backwards) towards an immediate neighbouring vacant dark square.

## Capturing

The objective of the game is to take all of the opponent’s men or to produce a position such that the opponent is unable to move. The move consists of a player moving his man diagonally to an adjacent empty square. If the square is occupied by an opponent’s piece, this will be captured (and removed from the board) by jumping over it and on to the next unoccupied square, one square beyond the opponent’s piece. This capturing move (or “jump”) can only be done if the square immediately beyond is empty.

Multiple-jump moves can be chained in a single turn, with several successive hops, when a man takes an opponent's piece and the new position allows it to take another eligible piece and then another; then it must do so straightaway.

Whenever the player has the opportunity, the player must always capture as many pieces as possible. Furthermore, if there are two or more ways to jump, the player must select that with the most pieces to capture. If there are still several options where the player can capture the same number of pieces, one has to choose the sequence that has the maximum possible amount of Kings.

## Huffing

The skill of “Huffing” is one of the most important tactical ploys in the game of Draughts. Huffing is when a player is forced to capture an opponent’s counter, even when it may be to his long-term disadvantage.

This obviously allows considerable sacrificial possibilities, where one piece may be surrendered in order to procure the capture of several pieces.

## Kings

When a single man reaches any square in the farthest row forward, it is immediately crowned and turns into a King. When this happens, the piece will be swapped for one of the larger pieces, which is the King. The same identifying feature is used with these larger pieces - the light coloured King has a flat top whereas the dark has a raised top.

Kings must be moved diagonally; both forward and backward (remember that single pieces are limited to only moving forward).

## End of game

The game will come to its end once a player has no more pieces left on the board.

If a player can no longer make a move because his remaining pieces are all blocked, there are two rules that vary depending on the variant being:

* the game is won by the player who can make the “last move”; that is, no move is available to the opponent on his next turn to play
* the game is won by the player with more active pieces on the board. If both players have the same number of pieces left, the player with more Kings will win the game. The game is declared a draw if both players have the same number of Kings.

The game is also drawn if both players have the same, limited number of pieces left and, at any stage, they can demonstrate that, neither side can force a win, no matter how many moves are made.