1. **Objective**  
   The central objective of the game is to claim all of your opponent's pieces or place them in a position where the opposition can no longer move, and thus incur a forced victory.
2. **Turns**Users will alternate turns throughout the game. The blue side will always make the first move games.
3. **Obligation to Move**A player must move. When a player is unable to move anymore, they lose the match.
4. **Moving Pieces**All pieces, standard and kings, can solely move diagonally. Pieces can only move to adjacent unoccupied light gray squares except when making a jump. Standard pieces may only move and jump diagonally, whereas kinged pieces may move and jump diagonally as well as backwards.
5. **Obligation to Jump**If one player’s piece has the opposing player’s piece as a diagonal neighbor and the square behind the opposing player's piece is unoccupied the player must jump diagonally and remove the opponent’s piece from the board. If after making a single jump, another jump is possible, the player must indeed jump again (with the exception of pieces that have just been crowned).
6. **Crowning to King**Upon reaching the last row on the opposite side of the checkers board, the supposedly-called king promotion row, a piece is crowned and becomes a king. Being crowned ends the user’s respective move, a crowned piece may not continue with a jump even if possible.