

Checkers (American Version)

Players: 2

Objective: Capture all opponent's pieces or block them from moving.

Setup:

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Each player has 12 pieces placed on dark squares of the three rows closest to them.

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The board is an 8x8 grid with alternating dark and light squares.

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Gameplay:

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Players alternate turns, moving one piece diagonally forward to an adjacent unoccupied dark square.

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Capturing is mandatory: if an opponent's piece is adjacent and the square beyond is empty, you must jump over and capture it.

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Multiple captures are allowed in a single turn.

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When a piece reaches the farthest row, it becomes a "king" and can move both forward and backward.

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Winning: A player wins by capturing all opponent's pieces or blocking them from making any legal moves.