

Appendix A - Rules of Checkers

Basic Rules:

- Checkers is a 2 player game, where each player has 12 pieces, and each player's pieces are of a different color.
- There are a total of 64 squares, half of them black and the other half white.
- The pieces are always set up on the first 12 black squares
- One player starts and players take turns moving.
- The game ends when a player has no legal moves left to be made.

Rules about Movements:

- Pieces can only be moved diagonally, so they will always end up on a black, but never a white square.
- Regular pieces can only move forward.
- If a piece is moving, but not capturing another piece, the piece can only move one square diagonally.
- If a piece is capturing another piece, the piece must 'jump over' the piece, and must be placed on the square ahead of it. The piece will end up 2 squares ahead of (diagonally) its original place.
- A piece can only capture another piece if the space ahead of it, where it is to be placed after the capture, is empty.
- If multiple pieces are able to be captured, multiple jumps can be made in a single turn, capturing multiple pieces.
- When a piece is captured, it is removed from the game and disappears from the board.
- If a capture is ever possible, it must be made; if the player can capture a piece, the player has no option other than to capture the piece.
- A piece becomes a king once it reaches the other end of the board. Usually, to distinguish a kings from regular pieces, kings consist of two regular pieces stacked upon each other.
- A king, unlike a regular piece, can move forwards and backwards, but still must move only diagonally.
- Since a king can move in both directions, Kings can capture many pieces in one turn, even if the route of the capture goes forwards and backwards.