

Setup	<ul style="list-style-type: none"> - Flip a coin to determine which player uses the black checkers and gets the first turn. - Each players sets up their checkers on the first three rows of dark squares (12 total).
Movement	<ul style="list-style-type: none"> - Checkers may only move on the dark squares. - Checkers may only move diagonally. - Checkers may only move forward.
Capturing	<ul style="list-style-type: none"> - An opponent's checker can be captured if it is one diagonal space ahead of one of your checkers and the dark space beyond it is vacant. - To capture, move your capturing piece over your opponent's piece and place it on the dark space diagonally behind it. - If you are able to capture one of your opponent's checkers, you must do so. - When a checker is captured, it must be removed from play. - If your capturing checker is able to capture another of your opponent's checkers upon landing, it must do so until it lands and is no longer able to capture additional checkers. - If you are able to capture two different checkers, you may choose which to capture.
Kinging	<ul style="list-style-type: none"> - When one of your pieces reaches the back row of your opponent's side of the board, it becomes a king. - Some checkers have crowns on the bottom and can be flipped over to indicate that they are kings. If yours do not, stack one of your captured pieces on top of the crowned checker. - A kinged checker can move backward diagonally, but still can only move one space at a time. - A player may crown every checker that reaches the back row of the opposing side.
Winning	<p>The game ends when a player achieves one of the following:</p> <ul style="list-style-type: none"> - Captures all of the opponent's checkers - Has blocked all of the opposing checkers and the opponent is unable to perform any moves. This method of winning is harder to achieve and much less common.