

Checkers – ruleset

Rules:

- there are 24 pieces (12 white + 12 black), which all move diagonally 1 step per move;
- to move a piece, when it's your turn, select the piece and select one of the highlighted board tiles;
- if there is an enemy piece directly diagonally to one of yours, and the tile diagonally behind the enemy piece is empty, your piece can move over the enemy piece and kick it from the board;
- kicked pieces will be moved to the side of the board;
- each turn has a time limit;
- if the clock fully revolves, the turn ends and the other player is allowed to play;
- the time (i.e. difficulty) can be toggled by pressing the clock. Pressing 3 times returns the game to the default difficulty;
- a player wins if one of its pieces reaches the other side;
- when any player wins, the scoreboard is incremented.

There are three cubes each associated with a different functionality:

- the movie cube replays the game up to that moment automatically;
- the reset cube resets the game;
- the undo move reverts the last made move.

The undo and reset cubes are only visible after the first move.

Launch the game:

To launch the game just open a web server in Chrome pointing to the same directory as the game files.