

## AI WARS 2011: CHECKERS GAME

# Game Information and Rules:

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1. Checkers is a 2 player strategy games.
2. Checkers board is played on an 8 X 8 square board with alternate white and black boxes like a chess board.
3. Each player has 12 checkers or pieces of color White and Red respectively arranged in three rows on either side of the board in alternate boxes initially.
4. Player with Red pieces plays first. We will simply denote player 1 by '1' and player 2 by '2'. Also a player 1 checker on being **crowned** is denoted by '3' and a player 2 on being **crowned** is denoted by '4'.
5. A piece becomes a king or is crowned when it reaches the last row on the opposite side of the board.
6. The objective of the game is to remove all of the opponent's pieces or leave the opponent without any legal moves.
7. You can make only one move per turn. You must move. If you cannot move, you lose. The pieces (**not kings**) move one square, diagonally, forward. Kings can move one square diagonally, forward or backward. A piece can only move to a vacant square.
8. You capture an opponent's piece by jumping over it, diagonally, to the adjacent vacant square. A king can jump diagonally, forward or backward. A piece, which is not a king, can only jump diagonally forward. You can make a multiple jump, with one piece only, by jumping to empty square to empty square. You can only jump one piece, in a given turn. But you can jump over several pieces of your opponent, with a move of several jumps. You remove the jumped pieces from the board.
9. You cannot jump your own piece. Also jumps must be completed. If you can jump, you must. And, a multiple jump must be completed. You cannot stop part way through a multiple jump. If you have a choice of jumps, you

can choose among them, regardless of whether some of them are multiple, or not.

10. Also a move is terminated when a piece becomes a king, it can no longer continue a multiple jump.
11. Game ends when one of the players has no pieces left or he runs out of possible moves. The other player wins.
12. The game ends in a draw if no player can force a win
  - a. In this case the remaining pieces of each opponent will be taken into account.
13. Player giving invalid moves will be disqualified from game and opponent will be declared as winner.
14. You **cannot pass** your turn in this game.
15. Details of game coding are given in User Manual 2.
16. Details of game engine and GUI engine are given in User Manual 3.

For any queries contact us:

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