**How to Play**

1. Checkers is played by two players. Each player begins the game with 12 colored discs. (Typically, one set of pieces is black and the other red.)
2. The board consists of 64 squares, alternating between 32 dark and 32 light squares. It is positioned so that each player has a light square on the right side corner closest to him or her.
3. Each player places his or her pieces on the 12 dark squares closest to him or her.
4. Black moves first. Players then alternate moves.
5. Moves are allowed only on the dark squares, so pieces always move diagonally. Single pieces are always limited to forward moves (toward the opponent).
6. A piece making a non-capturing move (not involving a jump) may move only one square.
7. A piece making a capturing move (a jump) leaps over one of the opponent's pieces, landing in a straight diagonal line on the other side. Only one piece may be captured in a single jump; however, multiple jumps are allowed during a single turn.
8. When a piece is captured, it is removed from the board.
9. If a player is able to make a capture, there is no option -- the jump must be made. If more than one capture is available, the player is free to choose whichever he or she prefers.
10. When a piece reaches the furthest row from the player who controls that piece, it is crowned and becomes a king. One of the pieces which had been captured is placed on top of the king so that it is twice as high as a single piece.
11. Kings are limited to moving diagonally, but may move both forward and backward.
12. Kings may combine jumps in several directions -- forward and backward -- on the same turn. Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward (toward the opponent).
13. A player wins the game when the opponent cannot make a move. This is because all of the opponent's pieces have been captured.

**In game instructions**

On starting the game, the user will be prompted to enter the names of the two players that are playing the game. However this is optional.

The game will begin with the pop-up message “Black goes first”.

To make a move, select a game piece (Red or Black depending on your turn).

The piece will be highlighted as the following transition shows.

 

Not selected Selected

To unselect your selection, click again on the selected piece to unselect and select a different piece.

Note that you can only select the piece which are permissible to move.

To make a move once you have selected your piece, click on the block where you want to move as dictated by the game rules.

On reaching the opposite end of the board, your game piece will now have a crown as shown.



This means this game piece can move forward and backwards.

The game will finish once all opponents game pieces are captured, when a pop-up message will be displayed after which the game can be closed.

To close the game mid game go to file on the top menu bar and click exit. Alternatively you can press the ESCAPE key to close the game.