

User Manual

Rules Of Checkers

There are many variations in rules of this game. We have decided to follow these rules.

*Each player begins the game with 12 colored discs.
(Typically, one set of pieces is black and the other red.)*

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.

Each player places his or her pieces on the 12 dark squares closest to him or her.

Black moves first. Players then alternate moves.

Moves are allowed only on the dark squares. Pieces always move diagonally. Soldiers are always limited to forward moves (towards the opponent).

A piece making a non-capturing move (not involving a jump) may move only one square.

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. The landing square must be an empty one. Only one piece may be captured in a single jump; however, multiple jumps are allowed on a single turn.

When a piece is captured, it is removed from the board.

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, irrespective of which move allows for future jumps or not. Multiple jumps when possible are also compulsory.

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.

Kings are limited to moving diagonally, but may move both forward and backward.

(Remember – single pieces, i.e. non-kings, are always limited to forward moves.)

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).

A player wins the game when the opponent cannot make a move. In most cases, this is because all of the opponent's pieces have been captured, but it could also be because all of his pieces are blocked

*in. So in such a situation
the player which can't move
loses the game.*

How To Play The Game

Click On the piece you want to move and then click on the tile you want to move it. And then Follow The Instructions Given By The Program. User Interface is self explanatory

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