

checkers (8x8) Game instructions / game rules

Brettspielnetz.de Team
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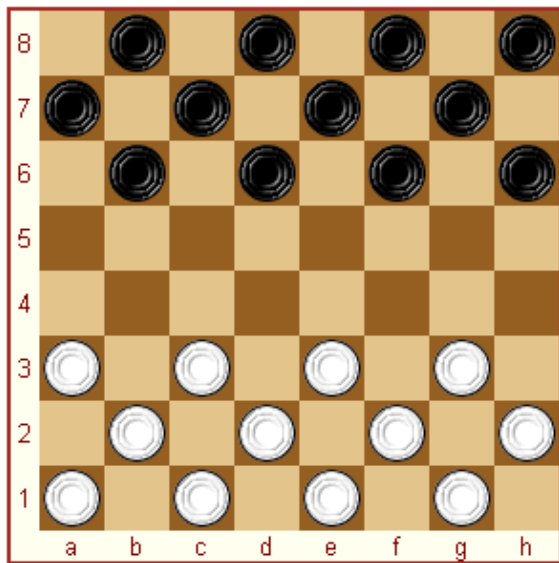
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checkers (8x8) Spielregeln

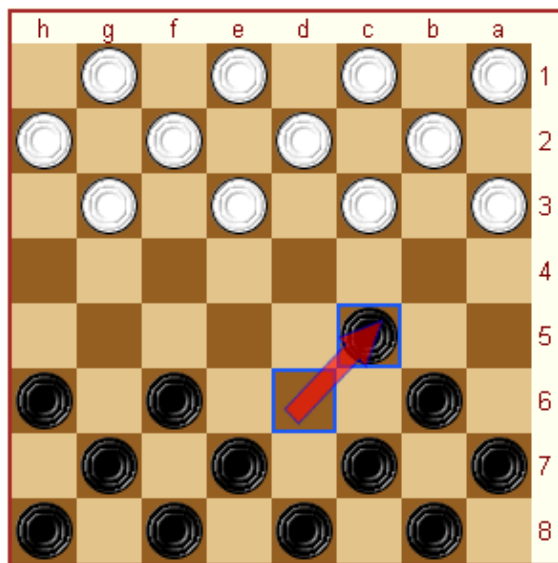
The game board and the beginning

The checkerboard is automatically placed in such a way that there is a dark field on the bottom left. The starting player begins with the black pieces.



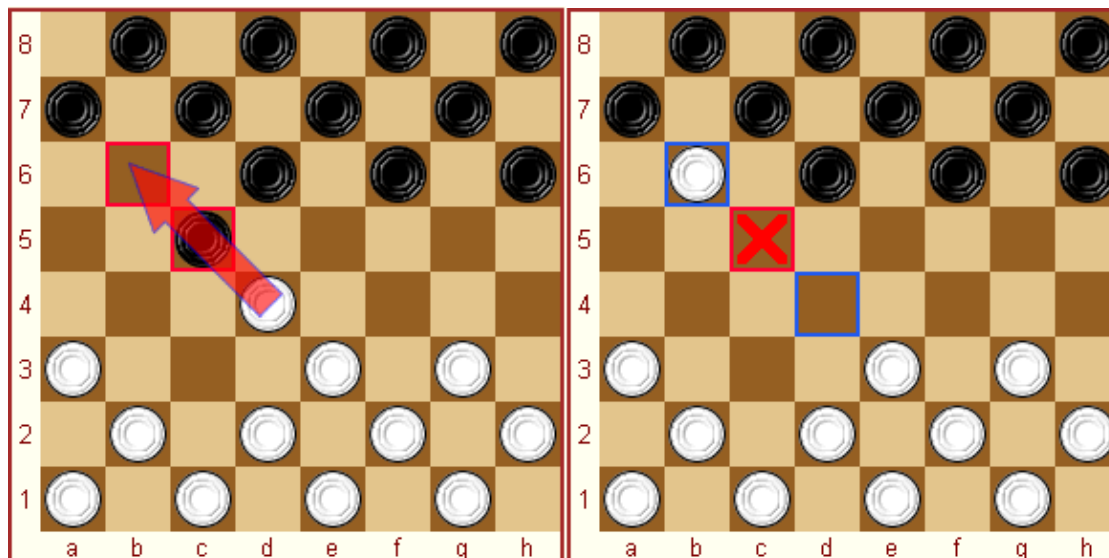
Moving the pieces

The stones move one square in a diagonal direction, but only **forward** and only onto empty dark squares.

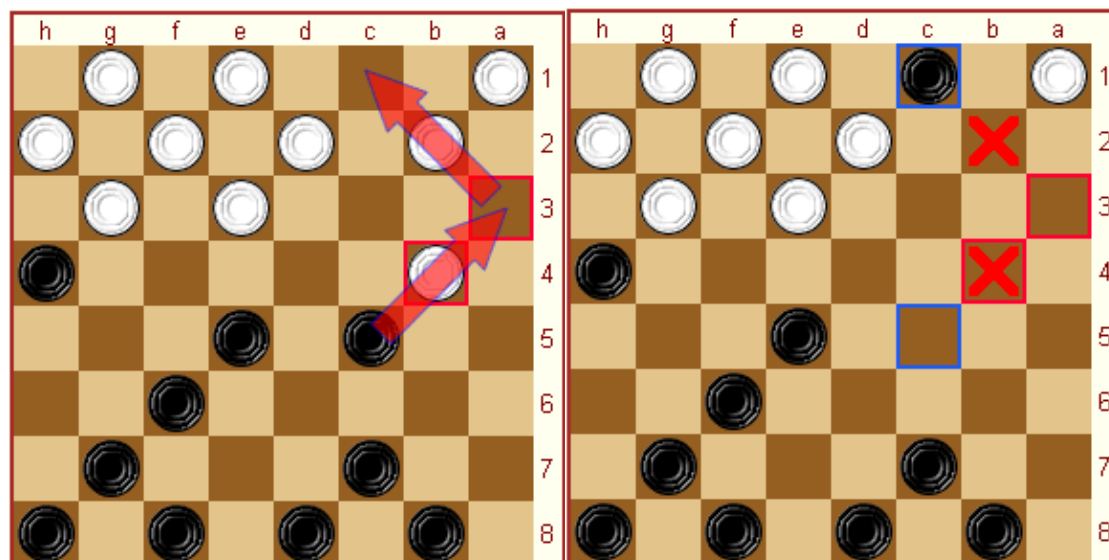


Capturing

Capturing is compulsory. At Brettspielnetz.de this is enforced automatically. If your free checkers **can't be clicked** during a move, it may be because there is a capture opportunity somewhere on the board. Only one of these stones can then be selected. Simple stones may **only hit forward**.

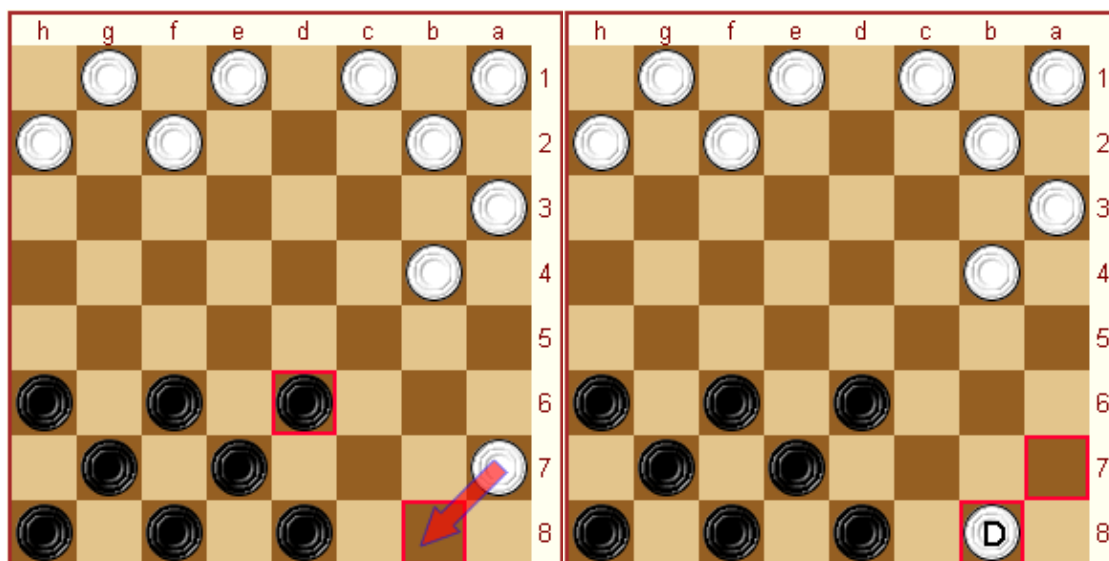


When you can choose between capturing in more than one way the choice is free. It is not as in international draughts that you have to capture the highest possible amount of men. A king has the same value as any other man and there is no rule that capturing with a king goes before capturing with a man. A capture has to be finished before the move is over. So if you capture one of your opponent's man and you can capture another piece from the field where you landed you have to capture the next man too, until you cannot capture any more pieces.

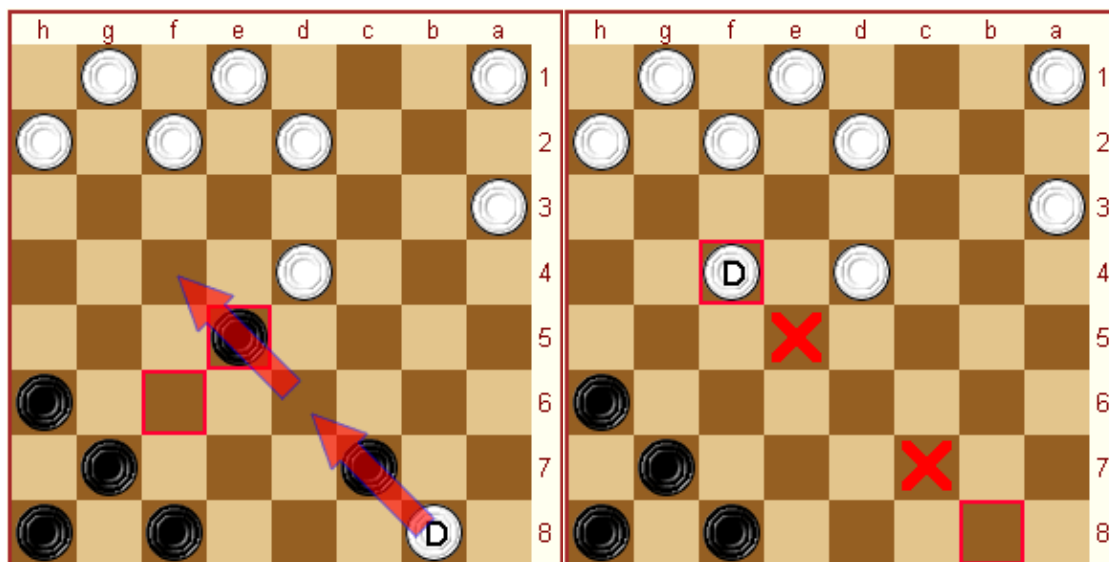


Making a king

A man becomes a king when it reaches the top line of the board, either by a move or by a capture. The stone is then identified by a "D" (a second stone is placed on top of it in the board game, "D" stands for the German Dame).



A king can move and capture forward and backward. The main difference here with international draughts is that you can still only move 1 field on every move. When capturing the king also has to be right next to the opponent's man or king and after the capture the king stands at the square immediately behind the last captured piece.



End of the board game

You have lost once you have no men left or if you can not make a legal move anymore because all your men are blocked by those of your opponent. You can also lose by resigning the board game, for instance when you are so far behind that playing further is useless.

Draw rules

Some games end in a draw, then both players cannot win anymore unless the opponent makes a mayor mistake, but it is not allowed to wait for that by playing on endlessly. In order to avoid endless games, Brettspielnetz.de has three possibilities for a tie:

- Both players agree or
- After 25 moves in which no man is captured and/or no man is made king (*) or
- if the same position occurs three times in a game (*).

(*) These situations are **not automatically** detected by Brettspielnetz.de. If one of these situations occurs, send your opponent a draw offer with the next move and write the reason for your draw offer in the message with reference to the rules of the game. Should he/she decline the draw offer without reason, you have to send a message to the admins via the contact form in which you must enter the **Game number** and "**Dame**" and tell why you see a draw. If it is a **repeated move**, you also need to include the **3 move numbers**, in which the position is repeated - we do not search a complete game! The admin will then check and, if necessary, set the game to a draw. If it is indeed a draw, the opponent can get warned for delaying the game! **Of course, you shouldn't make any more moves during this time!** Please note that the condition it **25 moves**. This means that if, for example, the first move, where nothing had happened, had move number 41, the game is only a draw from move 66 on, if nothing has happened up to that point.