

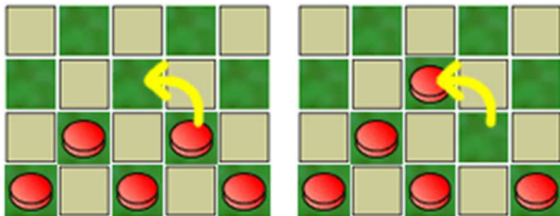
INTERNATIONAL CHECKERS – GAME RULES

Also known as International Draughts, this version of checkers lets your single checkers jump (over enemy) forward and backward and the King can jump any distance along a diagonal.

For more information, visit: http://www.itsyourturn.com/t_helptopic2130.html

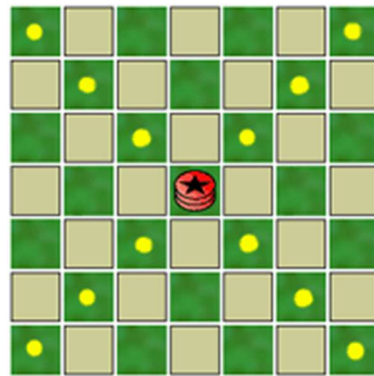
Checker Movement

If no jump is available, a regular checker can only move one space diagonally forward to an unoccupied square.



King Movement

If no jump is available, the King can move any distance, forward or backward, along an unobstructed diagonal. It must land in an unoccupied square. In this picture, the red King can move to any square with a yellow dot.



Capturing or Jumping

A piece can capture opposing pieces by jumping over them. After completing a jump, a piece might have another jump available. It must make that jump too, and continue to jump until there are no more jumps available.

If a jump is available at the start of your turn, you must take it.

All pieces that are jumped over (captured) are not removed from the board until the turn is over. Also, you can't jump over the same piece more than once in a turn.

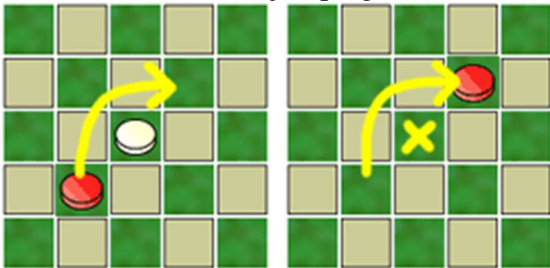
In international checkers, you can **never jump over your own pieces**.

Checkers and Kings jump differently, as described below.

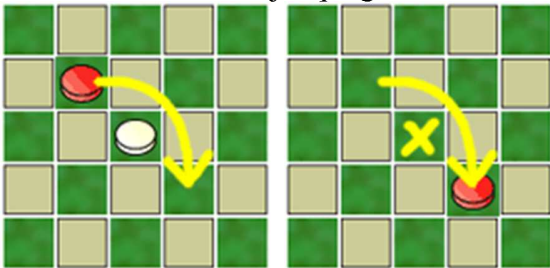
Jumping with a Checker

A regular checker can capture an opponent's checker or King by jumping over it. A checker can jump on a forward **or backward** diagonal. The opponent's piece must be on an adjacent diagonal square, and your checker must land in the empty square just beyond the opponent's piece.

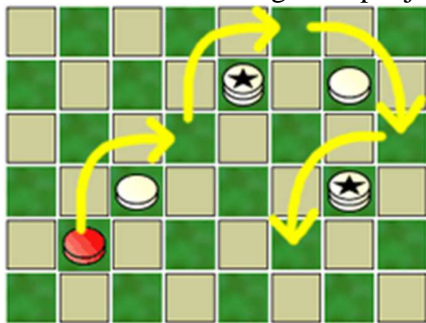
Here is a red checker jumping forward:



Here is a red checker jumping backward:



This red checker is making multiple jumps:



A checker does not become a King if, while making multiple jumps, it lands momentarily on the opponent's end of the board and then jumps back to the middle of the board. To become a King, a checker must be on the opponent's end of the board when the turn is over.

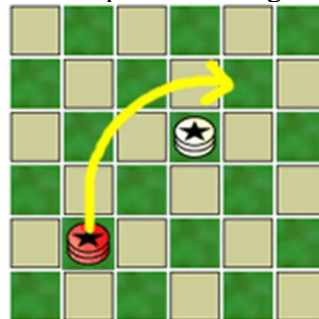
Jumping with a King

The King can capture an opponent's checker or King by jumping over it. The King can jump any distance along a diagonal as long as the following conditions are met:

- The piece that will be captured must be on the same diagonal as the King.
- The King can't jump over a piece of its own color.
- The King can only jump over one piece at a time.
- There must be at least one empty square just beyond the piece that will be captured.

The King does not have to land in the first empty space beyond the piece it has jumped over. The King can choose what space it will land in, unless multiple jumps are available. In that case, the King must land in a space from which it can make the next jump.

Here is an example of a King making a jump:



Multiple jumps with the King can be complicated. When the King makes its first jump in a turn, it **must land on a square that will allow it to make another jump**, if another jump is possible. After landing, the King can turn and jump on a different diagonal, or it can jump on the same diagonal. The King must make its multiple jumps in a way that gives it the most jumps