

# draughts | planet finska

## **Objective:**

The game's goal of Draughts is to either capture all the opponent's pieces or create a situation where the opponent cannot make any more moves.

## **Number of players:**

Two

## **Setting up:**

The initial move is always made by player black. A coin toss determines who gets to play as black. Both players position their pieces on the 12 closest dark squares on opposite sides of the board. The light squares are not used during the game; the pieces move solely diagonally, remaining on the black squares throughout the game.

## **Playing:**

Players take turns moving their pieces of the same color. Once a piece reaches the far edge of the board, it is immediately crowned as a "King." This is marked by flipping the piece to reveal the king engraving on the other side.

Until a piece becomes a "King," it can only move and capture diagonally forwards. Kings, however, have the ability to move and capture diagonally both forwards and backwards, making them more powerful and valuable. Ordinary pieces can still capture Kings.

When an opponent's piece is adjacent to one of your pieces, and the square beyond it is vacant, you can capture the opponent's piece. Capturing is done by hopping over the opponent's piece and landing on the vacant square, removing the captured piece from the board.

Multiple captures can be made in a single move if the new position allows for further captures. The move continues until the capturing piece can no longer capture or until an uncrowned piece reaches the far edge of the board and becomes crowned.

If there are multiple pieces that can capture, the player has the freedom to choose which piece to move. Similarly, if a capturing piece can capture in multiple directions, the player can choose the desired direction. It is not mandatory to make the move that results in the maximum number of captures. If no capturing moves are available, an ordinary move is made by moving a piece one square diagonally.

### **Winning:**

Draughts is won by the player who captures all of their opponent's pieces or leaves them unable to make any more moves.

A draw can be agreed upon at any stage of the game. If a player refuses the offer of a draw, that player has to force a win or show a decided advantage within 40 of said player's own moves from that point. Draws are quite frequent in Draughts, particularly at the highest level of play.

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### **About us:**

Planet Finska are Australia's leading designer and merchant of properly crafted traditional games. Our games are real, not virtual and catalysts for family and friends to socialise, laugh and create memories.

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