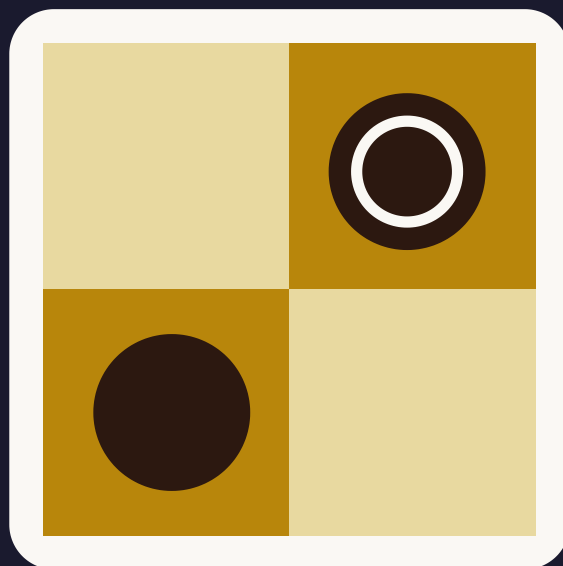




DRAUGHTS

VARIANT LIBRARY

The world's oldest family of capture games

20 VARIANTS	2 PLAYERS	6+ AGE
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VARIANT LIBRARY

Draughts (Checkers) is a family of abstract strategy games with a shared core mechanic: diagonal or orthogonal movement with mandatory captures by jumping. The family traces back to Alquerque, documented in the 10th century, with regional variants evolving independently across Europe and the Middle East over the following millennium.

This library includes 20 playable variants spanning multiple board sizes, movement systems, and capture mechanics.

STANDARD BOARD (8×8)

- ♦ [English Draughts](#) — The most widely known form: diagonal movement, no flying kings
- ♦ [Turkish Draughts](#) — Orthogonal movement on all 64 squares, majority capture rule
- ♦ [Russian Draughts](#) — Men capture backwards, mid-jump promotion, free choice
- ♦ [Brazilian Draughts](#) — International rules on 8×8: flying kings, majority capture, delayed removal
- ♦ [Pool Checkers](#) — Men capture both directions, flying kings, mid-jump promotion, US tournament standard
- ♦ [Italian Draughts](#) — Men cannot capture kings, strict capture priority hierarchy
- ♦ [Spanish Draughts](#) — Flying kings, men forward-only, majority rule with king preference
- ♦ [Czech Draughts](#) — King captures take priority over man captures, mid-jump promotion
- ♦ [Thai Draughts](#) — 8 pieces per side, flying kings must stop immediately behind captured piece
- ♦ [Bashni](#) — Column stacking on 8×8 with Russian movement rules
- ♦ [German Draughts](#) — Men capture in all directions, flying kings, no majority rule
- ♦ [Dameo](#) — Linear movement by rows of pieces, orthogonal captures on all 64 squares

LARGE BOARD (10×10)

- ♦ [International Draughts](#) — Flying kings, mandatory longest chain, the competitive standard
- ♦ [Frisian Draughts](#) — International rules plus orthogonal captures, 3-move king limit
- ♦ [Diagonal Draughts](#) — Pieces start beside the playing anti-diagonal; majority capture rule
- ♦ [Ghanaian Draughts](#) — Men capture forwards only; reduced to one piece is a loss

EXTENDED BOARD (10×8)

- ♦ [Spantsiretti](#) — Russian Draughts rules on a wider 10×8 board, 20 pieces per side

LARGE BOARD (12×12)

- ♦ [Canadian Draughts](#) — International rules on the largest standard board, 30 pieces per side

ALTERNATIVE BOARDS

- ♦ Lasca — 7×7 board, column stacking, pieces never leave the game
 - ♦ Alquerque — The common ancestor: 5×5 grid with diagonal connections
-



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V0.3.0

DRAUGHTS · VARIANT 1 OF 20

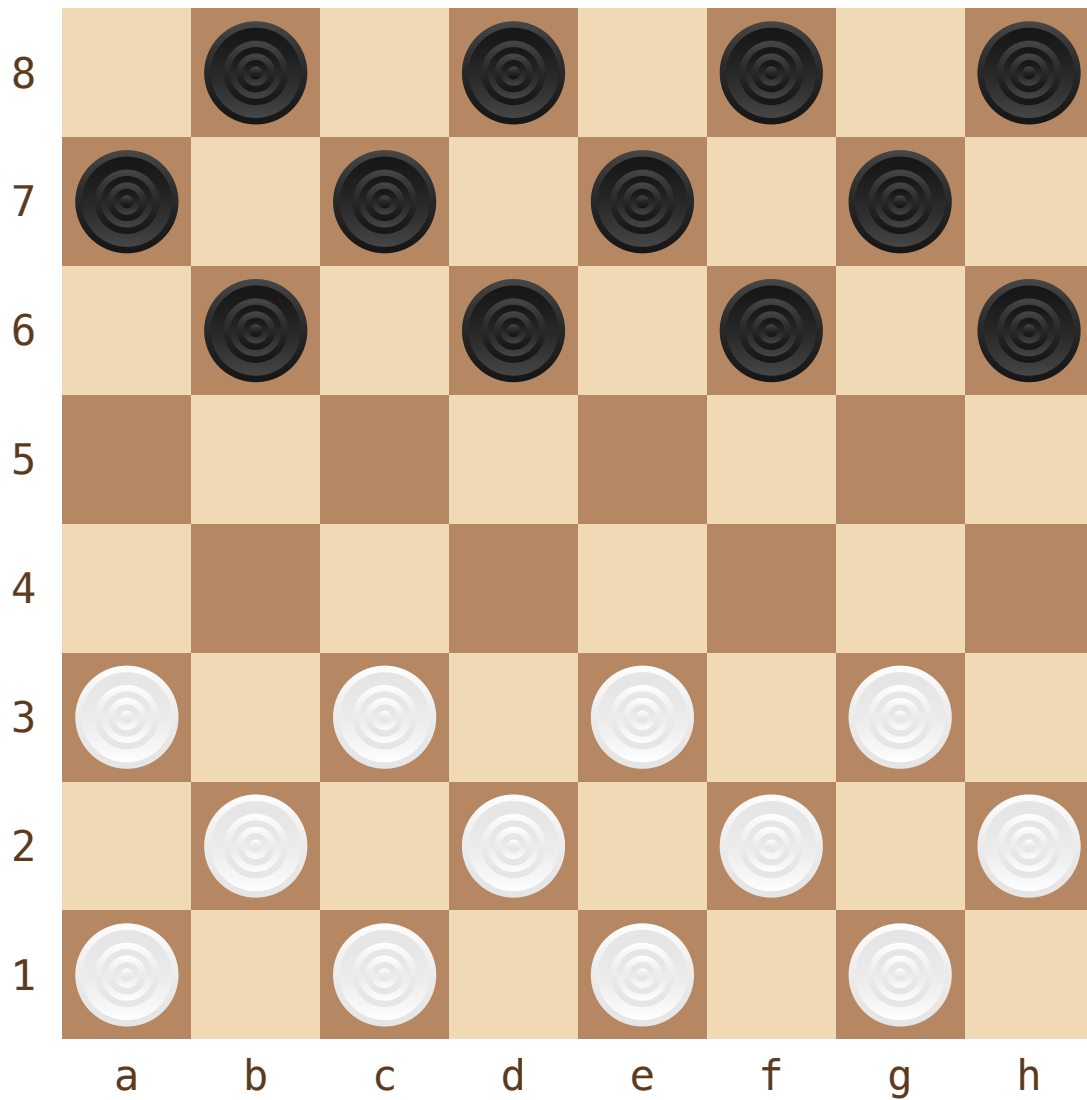
English Draughts

8×8
BOARD

2
PLAYERS

ENGLISH DRAUGHTS

The most widely known form of draughts, and the simplest to learn. Known as “Checkers” in North America. Developed in Europe around 1100 CE, probably in southern France, by adapting the older game of Alquerque to a chessboard.



English Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=english>

SETUP

Board: 8×8 checkered board (64 squares, only 32 dark squares used). Orient the board so each player has a dark corner square on their left.

Pieces: 12 men per player in two distinct colours. Place all 12 on the dark squares of the three rows closest to you. The two central rows remain empty.

First move: The player with darker pieces moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time, to an unoccupied dark square. Men cannot move backwards or sideways.
- ♦ **Capturing:** A man captures by jumping diagonally forward over an adjacent opponent piece to the vacant square beyond. The captured piece is removed from the board.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **Multiple captures:** If after a jump another capture is immediately available, the same piece must continue jumping. A multi-capture sequence must be completed in full.
- ♦ **Free choice:** If multiple capture options exist on a turn, the player may freely choose which one to take (no majority rule in English Draughts).

KING PROMOTION

When a man reaches the opponent's back row (the row furthest from where it started), it is promoted to a King. A second piece is placed on top to mark it.

- ♦ Kings move diagonally in any direction (forward or backward), one square at a time.
- ♦ Kings capture diagonally in any direction by jumping over an adjacent opponent piece.
- ♦ If a man reaches the back row during a multi-capture sequence, it is promoted immediately and the sequence ends there (the new King cannot continue capturing on the same turn).

WINNING

A player wins when their opponent has no legal move available:

- ♦ All opponent pieces have been captured, or
- ♦ All remaining opponent pieces are completely blocked from moving.

DRAWS

The game is a draw when:

- ♦ Both players agree to a draw.
- ♦ The same position occurs three times with the same player to move.
- ♦ 40 consecutive moves pass with no capture and no man reaching the King row.
- ♦ Neither player can force a win (e.g. one King vs one King).

STRATEGY

Control the centre early. Keep a solid back row as long as possible to deny your opponent king promotions. In the endgame, a king has enormous advantage over trapped men. Sacrifice pieces to force your opponent into positions where their remaining pieces block each other.

ATTRIBUTION

English Draughts. Public domain. Rules standardised by the World Draughts Federation (FMJD) and the English Draughts Association.

DRAUGHTS · VARIANT 2 OF 20

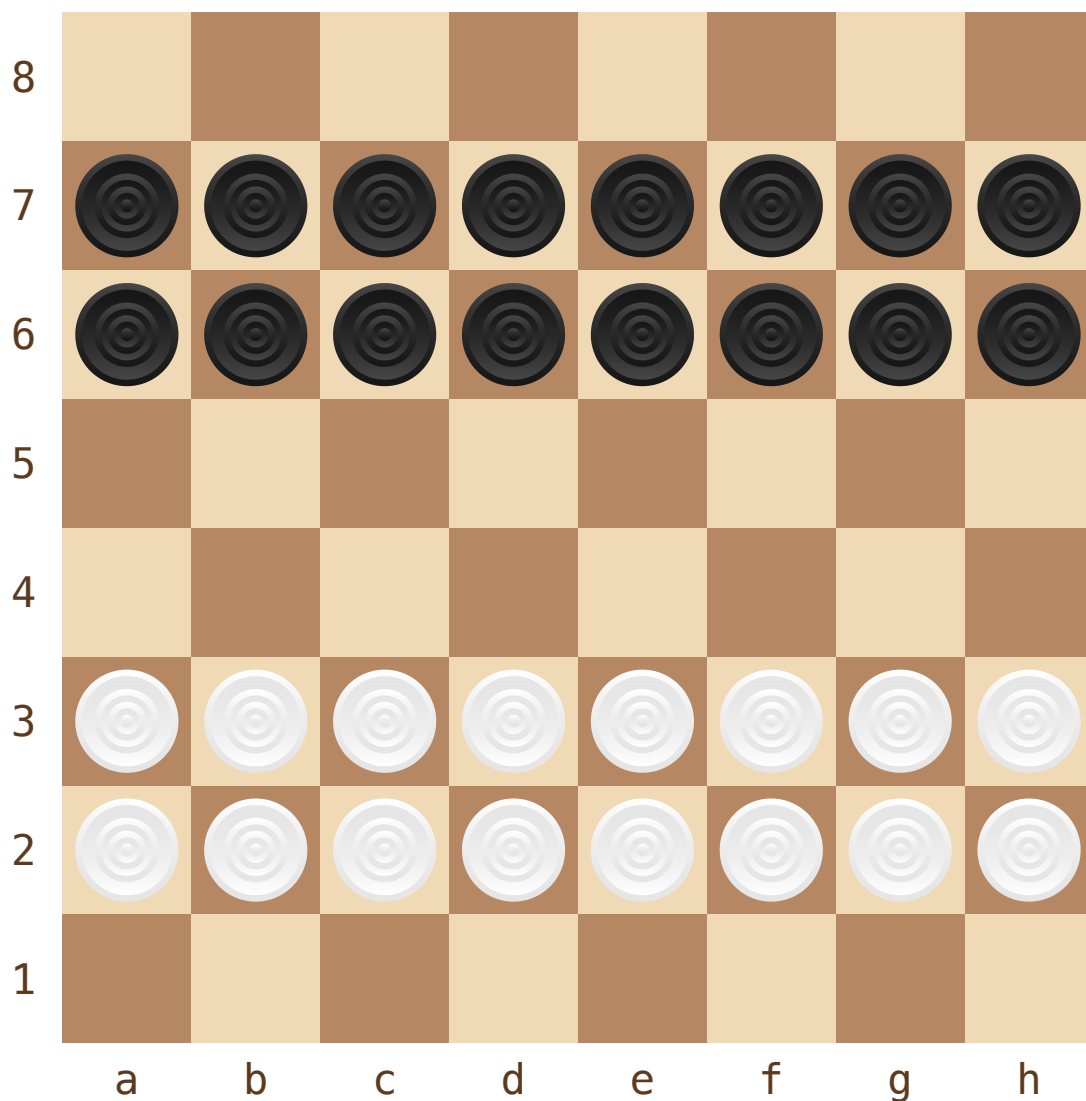
Turkish Draughts

8×8
BOARD

2
PLAYERS

TURKISH DRAUGHTS

Orthogonal movement on an 8x8 board replaces the diagonal play of standard draughts. Mandatory captures, majority rule, and immediate removal create sharp tactical puzzles. World Championships held since 2014.



Turkish Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=turkish-draughts>

SETUP

Board: 8x8 mono-coloured board (not checkered). All 64 squares are used.

Pieces: Each player begins with 16 men arranged in two rows: White on rows 2 and 3, Black on rows 6 and 7. The back rows (1 and 8) are left vacant.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move orthogonally (straight forwards or sideways) by one square. Men cannot move backwards. Men cannot move diagonally.
- ♦ **Capturing:** Captures are made by jumping over an adjacent opponent piece to a vacant square beyond. Jumping is mandatory. Men can only capture forwards or sideways, never backwards or diagonally.
- ♦ **Majority rule:** When multiple capture sequences are available, the player must choose the sequence that captures the most pieces. If two or more sequences capture the same number, the player may freely choose. No distinction between Kings and men when counting.
- ♦ **Immediate removal:** Captured pieces are removed from the board immediately after being jumped. A square vacated by an earlier capture in the same sequence becomes available for the capturing piece to pass through.
- ♦ **King promotion:** When a man reaches the opponent's back row, it is promoted to a King.
- ♦ **King movement:** Kings move any number of empty squares orthogonally in all four directions (forwards, backwards, sideways).
- ♦ **King capture:** Kings capture by jumping over a single opponent piece that is any number of empty squares away, landing on any open square beyond the captured piece along the same line.
- ♦ **King turn restriction:** During a multi-capture sequence, a King cannot turn 180 degrees between two consecutive captures. It must change direction (90 degrees) or continue forward.

WIN CONDITION

A player wins when their opponent has no legal move available: either all pieces captured or all pieces blocked.

DRAWS

A King versus a single man results in a draw.

ATTRIBUTION

Traditional variant. Public domain. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 3 OF 20

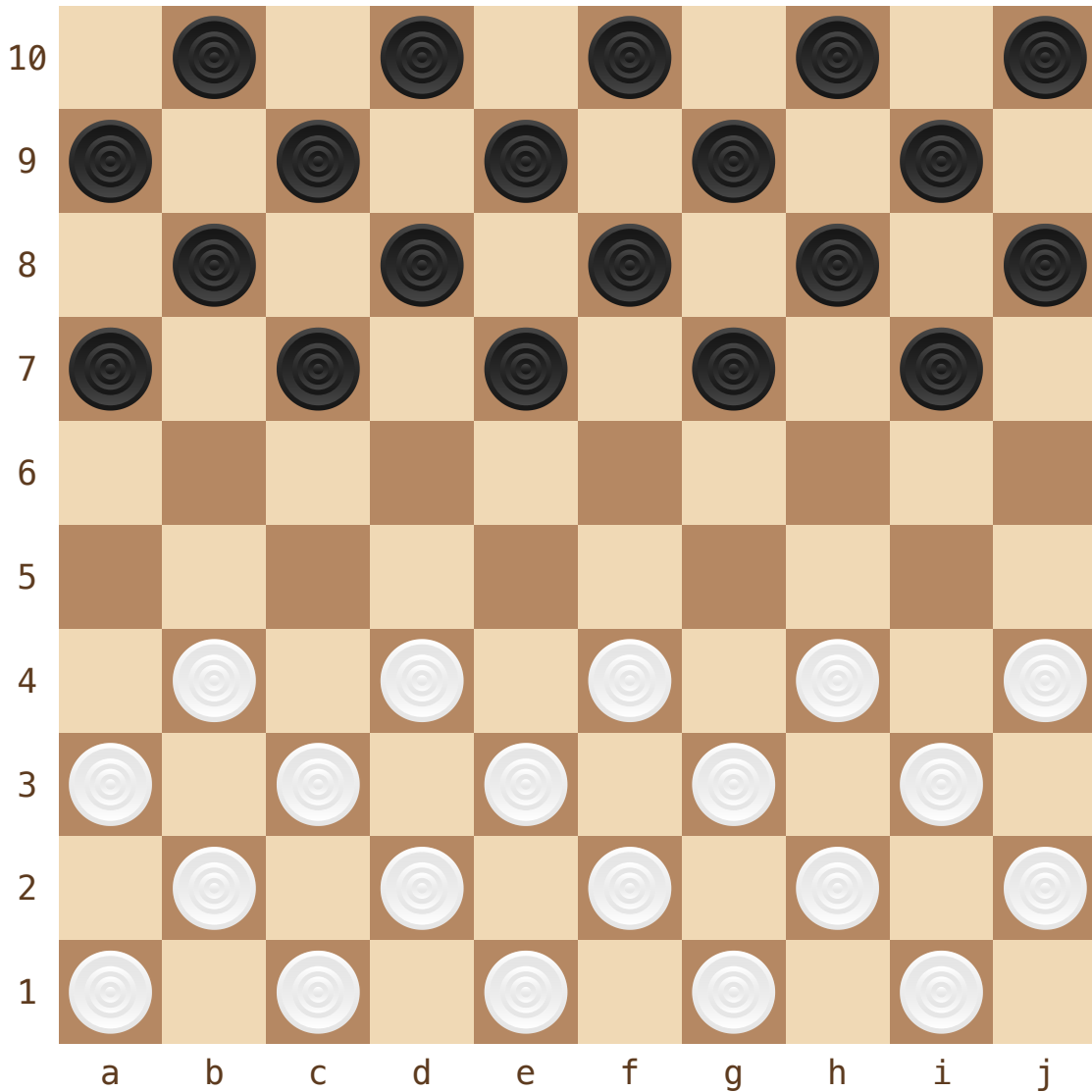
International Draughts

10×10
BOARD

2
PLAYERS

INTERNATIONAL DRAUGHTS

The competitive standard for tournament play worldwide. Evolved independently from Alquerque in the Netherlands around 1550, expanding to a 10x10 board with flying kings and strict capture priority rules. Historically called “Polish Draughts” (a misnomer from Dutch convention, not Polish origin). Governed by the World Draughts Federation (FMJD).



International Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=international>

SETUP

Board: 10×10 checkered board. Only the 50 dark squares are used. Orient the board so the long diagonal runs from each player's lower-left to upper-right.

Pieces: 20 men per player. Place all 20 on the dark squares of your four nearest rows. The two central rows remain empty.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time, to an unoccupied dark square.
- ♦ **Men capture:** Men capture by jumping diagonally over an adjacent opponent piece to the vacant square beyond. Men can capture both forwards and backwards (unlike English Draughts).
- ♦ **Mandatory capture:** If any capture is available, it must be taken, even if disadvantageous.
- ♦ **Majority rule:** When multiple capture sequences are available, the player must choose the piece and path that captures the maximum number of pieces. If tied, the player may freely choose.
- ♦ **Delayed removal:** Captured pieces remain on the board until the entire multi-jump sequence is complete, then all are removed simultaneously. A jumped piece cannot be jumped again in the same sequence, but it still physically occupies its square during the turn.
- ♦ **No re-jumping:** A piece cannot jump over the same opponent piece twice in one sequence.

KING PROMOTION

When a man ends its turn on the opponent's back row, it is promoted to a King (flying king).

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece that is any number of empty squares away along a diagonal, landing on any open square beyond the captured piece along the same line.
- ♦ **No mid-sequence promotion:** If a man passes through the opponent's back row during a multi-jump sequence (without stopping there), it is NOT promoted. Promotion only occurs when the piece ends its turn on the back row.

WINNING

A player wins when their opponent has no legal move available: all pieces captured or all pieces blocked.

DRAWS

The game is a draw when:

- ♦ Both players agree.
- ♦ The same position occurs three times with the same player to move.
- ♦ 25 consecutive king moves pass with no capture and no man movement.
- ♦ Neither player can force a win.

STRATEGY

The 10x10 board rewards long-range planning. Flying kings dominate the endgame, so preventing your opponent's promotion while securing your own is critical. The majority capture rule creates combination opportunities: sacrifice pieces to force your opponent into a capture sequence that leaves them exposed.

ATTRIBUTION

Traditional variant. Public domain. Rules standardised by the World Draughts Federation (FMJD). Source: FMJD Official Rules, Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 4 OF 20

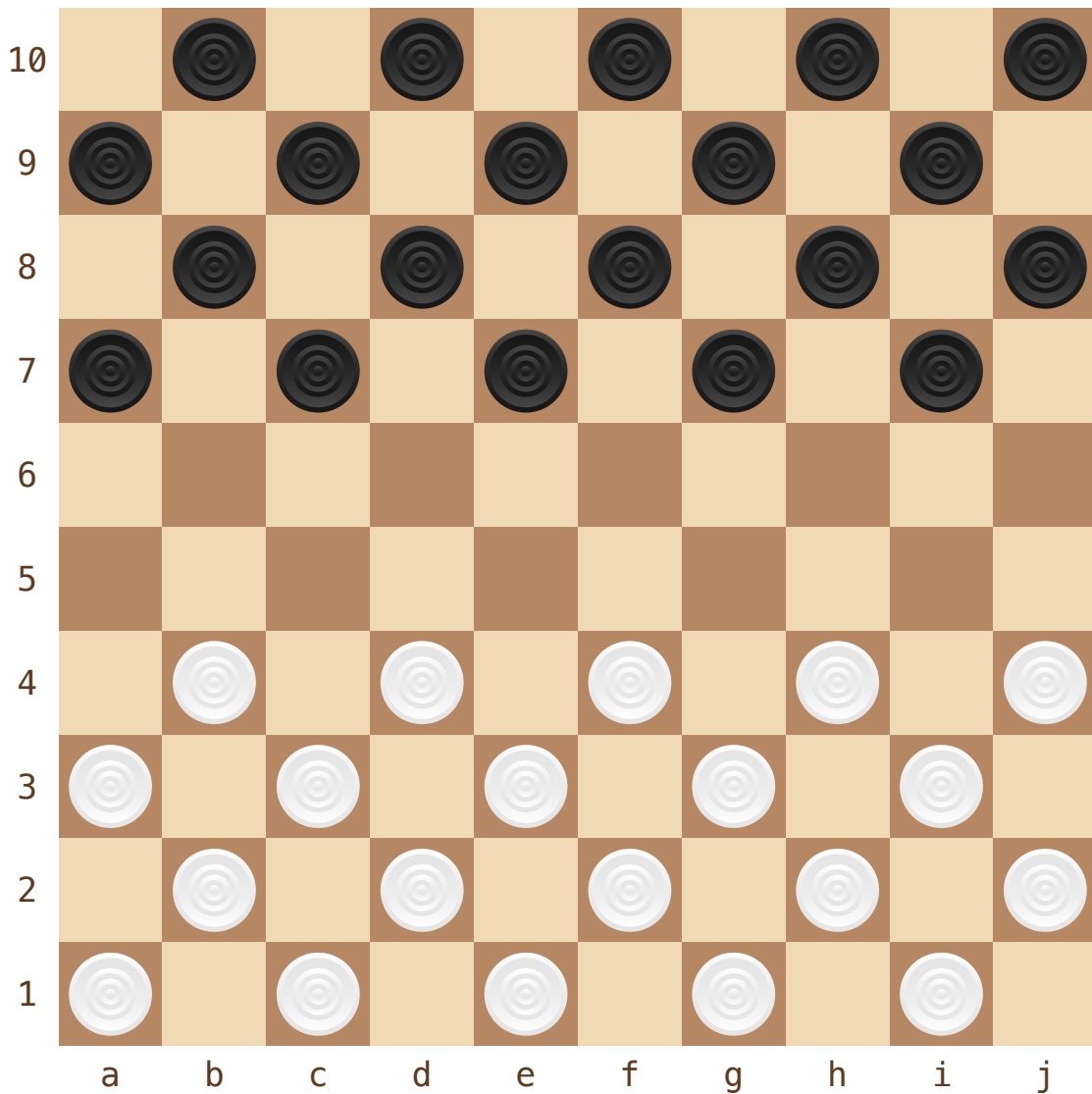
Frisian Draughts

10×10
BOARD

2
PLAYERS

FRISIAN DRAUGHTS

International Draughts with one radical addition: pieces can capture orthogonally (horizontally and vertically) as well as diagonally. This expands capture directions from 4 to 8, creating far more tactical combinations. Originating in Friesland (Netherlands), it has its own World Championship (Frysk Dammjen) recognised by the World Draughts Federation.



Frisian Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=frisian>

SETUP

Identical to International Draughts. 10×10 checkered board, 20 men per player on the dark squares of their four nearest rows.

First move: White moves first.

RULES

All International Draughts rules apply, with the following changes:

- ♦ **8-direction capture:** Both men and kings can capture in all 8 directions: diagonal (forward and backward) plus orthogonal (up, down, left, right). This is the defining feature of Frisian Draughts.
- ♦ **Movement unchanged:** Non-capturing moves remain diagonal only. Men move diagonally forward one square. Kings fly diagonally any number of squares. Orthogonal movement is only available when capturing.
- ♦ **Men capture backwards:** Men capture in all 8 directions, including backward diagonal and backward orthogonal.
- ♦ **Majority rule:** Must take the sequence that captures the most pieces (highest “shot value”).
- ♦ **King preference:** If both a man and a king have capture sequences of equal value, the king must make the capture.
- ♦ **3-move king limit:** A king may make only 3 consecutive non-capturing moves. After 3, the player must move a man or make a capture. If a player has only kings remaining, this restriction is lifted.
- ♦ **King distance capture:** Kings capture at distance in any of the 8 directions (not just diagonally), jumping over a single opponent piece with empty space beyond.
- ♦ **Delayed removal:** Captured pieces remain on the board until the entire multi-jump sequence completes (same as International).

WINNING

A player wins when their opponent has no legal move available: all pieces captured or all pieces blocked.

DRAWS

Same draw conditions as International Draughts.

STRATEGY

The orthogonal capture dimension creates combinations invisible in standard International play. Pieces that would be safe on the diagonal are now vulnerable to horizontal and vertical jumps. The 3-move king limit prevents drawn-out endgames with aimless king manoeuvring, forcing decisive action. The king preference rule means your kings are forced into capture exchanges even when a man could take the same chain at less cost.

ATTRIBUTION

Traditional variant from Friesland, Netherlands. Public domain. Recognised by the World Draughts Federation (FMJD). Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 5 OF 20

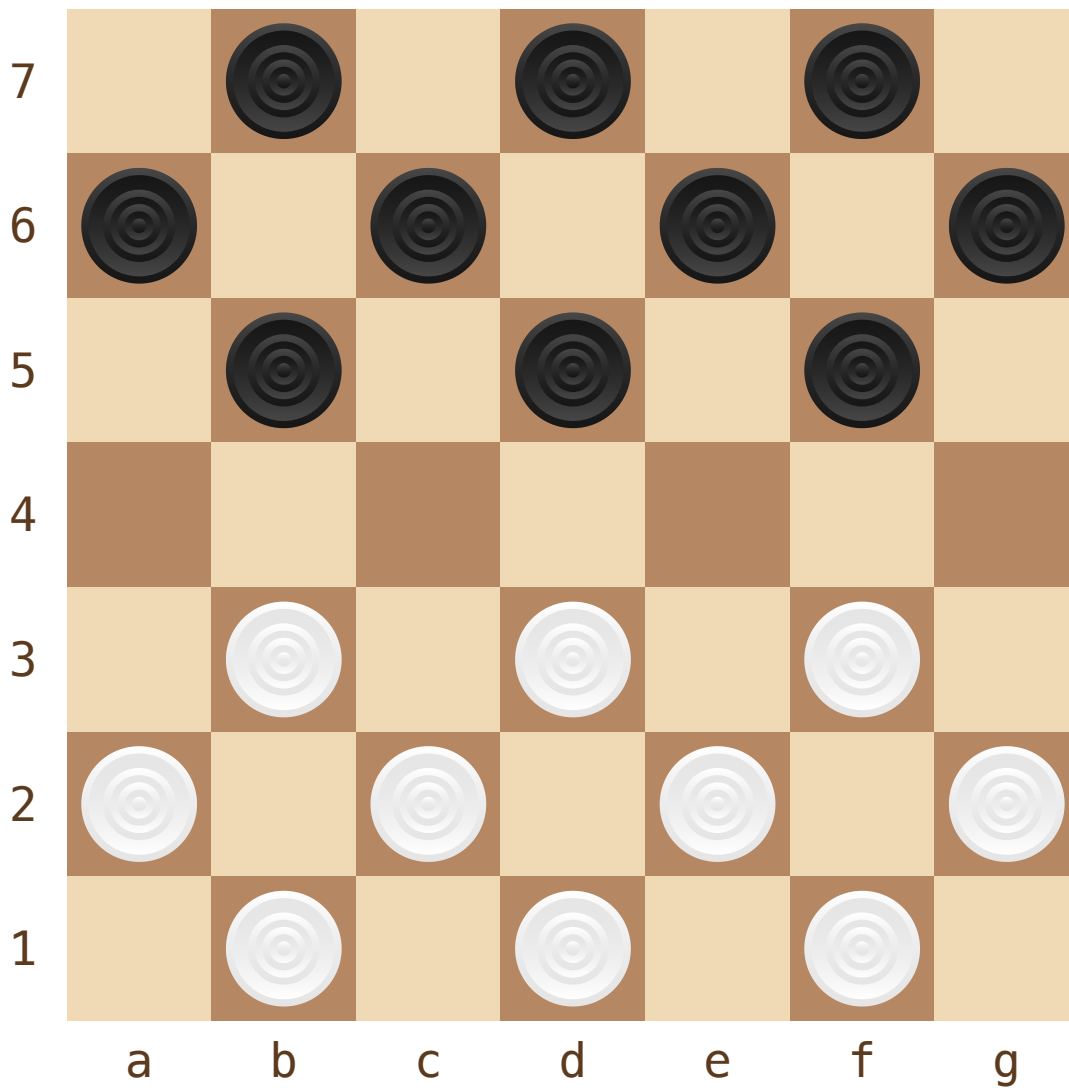
Lasca

7×7
BOARD

2
PLAYERS

LASCA

Emanuel Lasker's 1911 column checkers. Captured pieces stack beneath the captor instead of leaving the board. All 22 pieces stay in play for the entire game. Ownership shifts as columns change hands.



Lasca — starting position

<https://engine.moddable.games/play/?game=draughts&variant=lasca>

SETUP

Board: 7x7 board using only the 25 diagonal squares (like draughts).

Pieces: Each player starts with 11 pieces. White occupies all 11 squares on rows 1, 2, and 3. Black occupies all 11 squares on rows 5, 6, and 7. The three middle-row squares (row 4) start empty.

First move: White moves first.

RULES

- ♦ **Soldiers:** Unpromoted pieces (soldiers) move and capture diagonally forward only, one square at a time.
- ♦ **Officers:** When a soldier reaches the opponent's back row, it is promoted to an officer. Officers move and capture diagonally in any direction, one square at a time.
- ♦ **Column formation:** When a piece jumps an opponent's piece, the captured piece is placed underneath the capturing piece, forming a column. A column is controlled by the player whose piece is on top.
- ♦ **Column movement:** A column moves according to its top piece's rank: a soldier-led column moves forward only; an officer-led column moves in any direction.
- ♦ **Capturing a column:** When you jump over a column, you take only the top piece. That top piece goes under your jumping piece or column. The remaining column stays in place, now controlled by whatever piece is next from the top. Capturing an opponent's column can liberate your own buried pieces.
- ♦ **Multi-jump:** Multi-jumps are mandatory if available. If multiple capture sequences exist, the player has free choice (no majority rule). A piece may not jump the same column twice in one sequence.
- ♦ **Promotion during multi-jump:** If a soldier reaches the back row during a multi-jump, the sequence ends there and the soldier is promoted. If an officer-led column passes through the promotion row, the sequence continues.
- ♦ **The 22-piece invariant:** Pieces are never removed from the game. All 22 pieces remain on the board at all times, either individually or stacked within columns.
- ♦ **Officer retention:** Officers retain their rank permanently, even when buried inside a column. When liberated, they immediately function as officers again.
- ♦ **Mandatory capture:** Capturing is compulsory. If a capture is available, it must be taken.

WIN CONDITION

A player wins when their opponent cannot make any legal move: either all opponent pieces are buried inside columns controlled by the other player, or all opponent-controlled pieces are blocked.

STRATEGY

Because pieces are never eliminated, the game is about control rather than attrition. Building tall columns creates power but also concentrates risk. Liberating buried officers can swing the game dramatically.

ATTRIBUTION

Invented by Emanuel Lasker (World Chess Champion), 1911. Public domain. Source: Wikipedia + Lasker 1911 (CC-BY-SA).

DRAUGHTS · VARIANT 6 OF 20

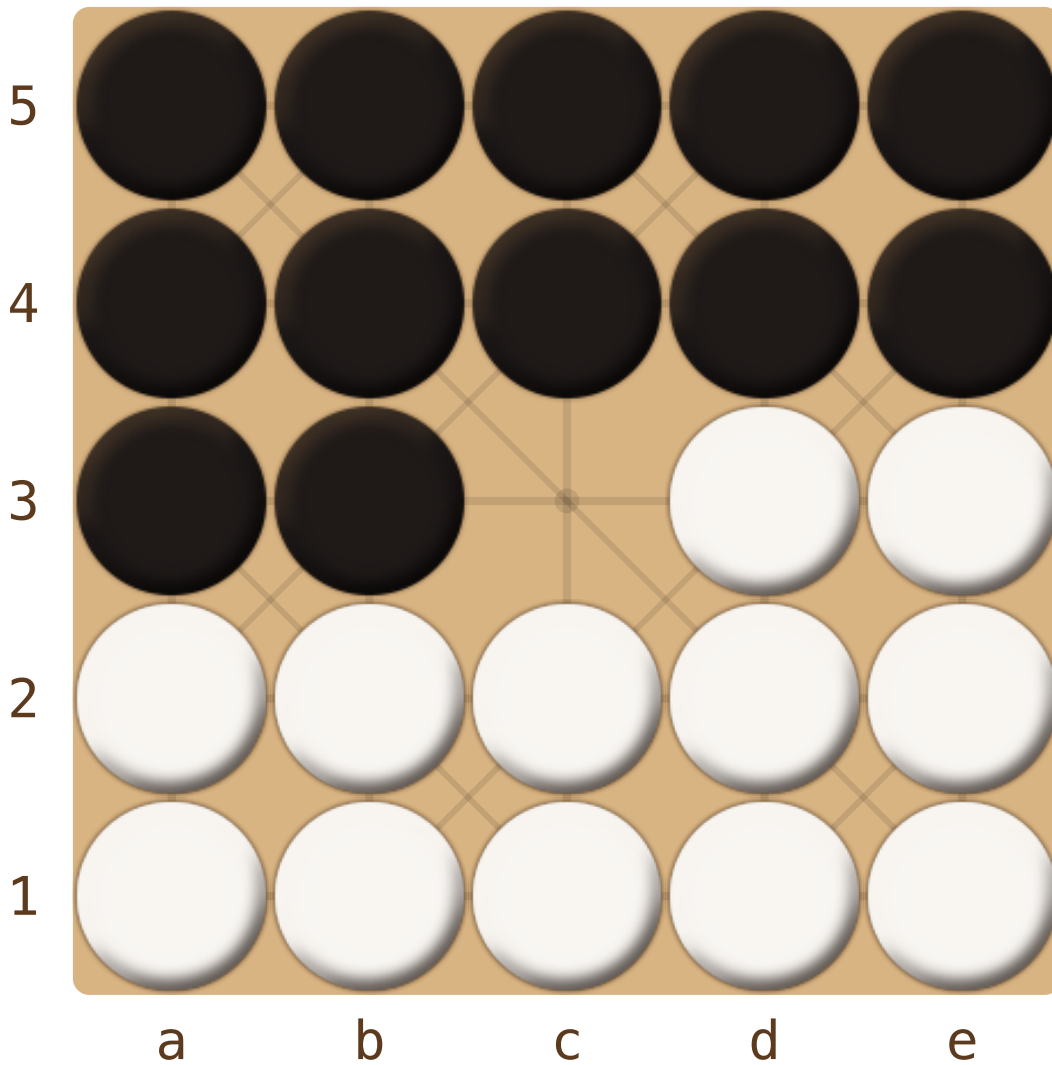
Alquerque

5×5
BOARD

2
PLAYERS

ALQUERQUE

The common ancestor of all draughts variants. First documented by Abu al-Faraj al-Isfahani in the 10th century, with detailed rules recorded in Alfonso X's Libro de los Juegos (1283, Spain). Played on a 5×5 grid of intersecting lines rather than on squares, with movement along the connections.



Alquerque — starting position

<https://engine.moddable.games/play/?game=draughts&variant=alquerque>

SETUP

Board: 5×5 grid of 25 intersection points, connected by orthogonal lines (horizontal and vertical) and diagonal lines on alternating 2×2 squares. Not all points have diagonal connections: some intersections have 8 lines leading from them, others only 4.

Pieces: 12 per player (24 total on a 25-point board). Each player occupies their two nearest rows (10 pieces) plus the two points on their side of the middle row. The centre point starts empty.

First move: Players agree or draw lots.

RULES

- ♦ **Movement:** Pieces move one point along any connected line (orthogonal or diagonal) to an adjacent empty point. Movement is allowed in any direction, including backwards.
- ♦ **Capture:** A piece captures by jumping over an adjacent opponent piece along a connected line to the empty point directly beyond. The captured piece is removed.
- ♦ **Mandatory capture:** Captures are compulsory. If a capture is available, it must be taken.
- ♦ **Multiple captures:** If after a jump another capture is immediately available along any connected line, the piece must continue jumping. A multi-capture sequence must be completed in full.
- ♦ **No promotion:** There is no king or officer rank. All pieces move identically throughout the game.
- ♦ **Line constraint:** Movement and capture can only occur along lines drawn on the board. A diagonal move is only legal at intersections connected by a diagonal line.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all remaining pieces blocked.

HISTORICAL NOTE

The rules above follow the Alfonso X source (1283). R.C. Bell's widely cited modern reconstruction (1960s) adds restrictions: no backward movement for men, and no revisiting a previously occupied point in the same turn. Both versions are historically attested. The unrestricted version better represents the original game from which draughts evolved.

STRATEGY

With no promotion and symmetric piece capabilities, position is everything. The centre point controls the most lines and is the strongest position on the board. Force your opponent into corners where their pieces have fewer connections and fewer escape routes.

ATTRIBUTION

Traditional game. Public domain. Documented in Libro de los Juegos (Alfonso X, 1283). Source: Wikipedia (CC-BY-SA), Murray's A History of Board Games Other Than Chess (1952).

DRAUGHTS · VARIANT 7 OF 20

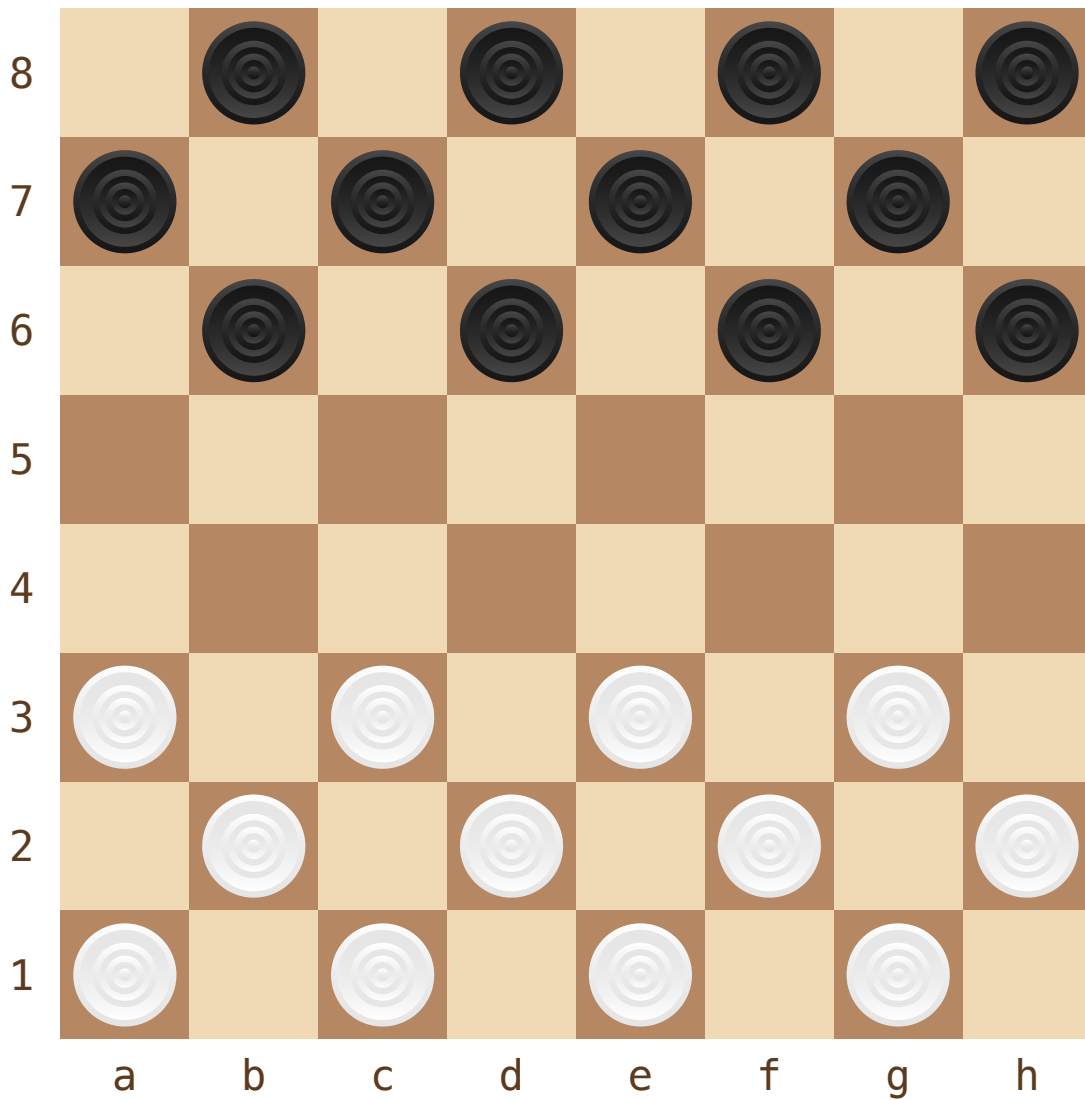
Russian Draughts

8×8
BOARD

2
PLAYERS

RUSSIAN DRAUGHTS

The dominant form of draughts across Russia and the former Soviet states. Distinguished by three features that create a more tactical game than English Draughts: men can capture backwards, promotion happens mid-sequence, and players freely choose between available captures.



Russian Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=russian>

SETUP

Board: 8×8 checkered board, dark squares only. Same as English Draughts.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally by jumping over an adjacent opponent piece. Men can capture both forwards AND backwards.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **Free choice:** When multiple capture sequences are available, the player may freely choose which to take. No majority rule.
- ♦ **Mid-jump promotion:** If a man reaches the opponent's back row during a multi-jump sequence, it is promoted to a king immediately and continues jumping as a king (with king movement) in the same turn.
- ♦ **Immediate removal:** Captured pieces are removed immediately after each individual jump (not delayed until end of sequence).

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece that is any distance away along a diagonal, landing on any open square beyond.
- ♦ **King continuation:** After capturing, a king can continue capturing in any direction (including the direction it came from, provided it does not jump the same piece twice).

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

DRAWS

The game is a draw when:

- ♦ Both players agree.
- ♦ The same position occurs three times.
- ♦ A player with three or more kings cannot win against a lone king within 15 moves.

STRATEGY

Mid-jump promotion is the defining tactical element. Sacrifice sequences that push a man to the back row mid-capture create devastating king attacks. The lack of a majority rule means you can choose captures that set up combinations rather than being forced into the longest chain.

ATTRIBUTION

Traditional variant. Public domain. Governed by the Russian Draughts Federation. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 8 OF 20

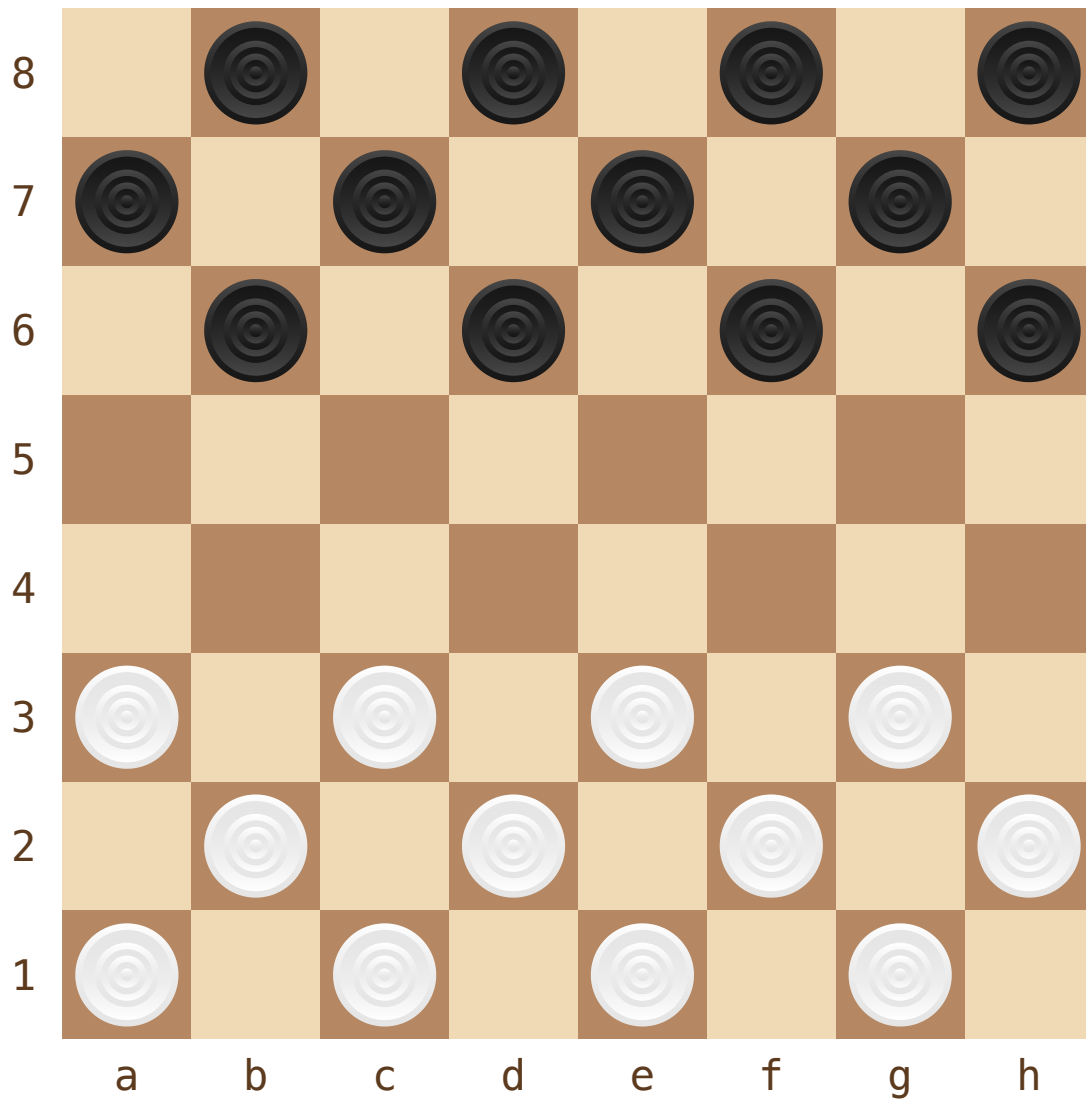
Brazilian Draughts

8×8
BOARD

2
PLAYERS

BRAZILIAN DRAUGHTS

International Draughts rules applied to an 8×8 board. Combines the smaller board's faster gameplay with the tactical depth of flying kings, mandatory longest-chain capture, and delayed removal. The standard competitive game in Brazil.



Brazilian Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=brazilian>

SETUP

Board: 8×8 checkered board, dark squares only. Same layout as English Draughts.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture by jumping diagonally over an adjacent opponent piece. Men can capture both forwards and backwards.
- ♦ **Mandatory capture:** Captures are compulsory.
- ♦ **Majority rule:** When multiple capture sequences are available, the player must choose the sequence that captures the most pieces.
- ♦ **Delayed removal:** Captured pieces remain on the board until the entire multi-jump sequence is complete. A jumped piece cannot be jumped again, but it still physically occupies its square during the sequence.
- ♦ **No mid-jump promotion:** If a man passes through the back row during a multi-jump (without ending there), it is NOT promoted. Promotion only occurs when the piece ends its turn on the back row.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any open square beyond.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

DRAWS

Same conditions as International Draughts.

STRATEGY

The majority rule on a smaller board makes combinations more immediately available than in 10×10 International. Flying kings dominate the endgame decisively. The delayed removal rule creates situations where a “dead” piece still blocks a capture path within the same sequence.

ATTRIBUTION

Traditional variant. Public domain. Governed by the Confederação Brasileira de Jogo de Damas. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 9 OF 20

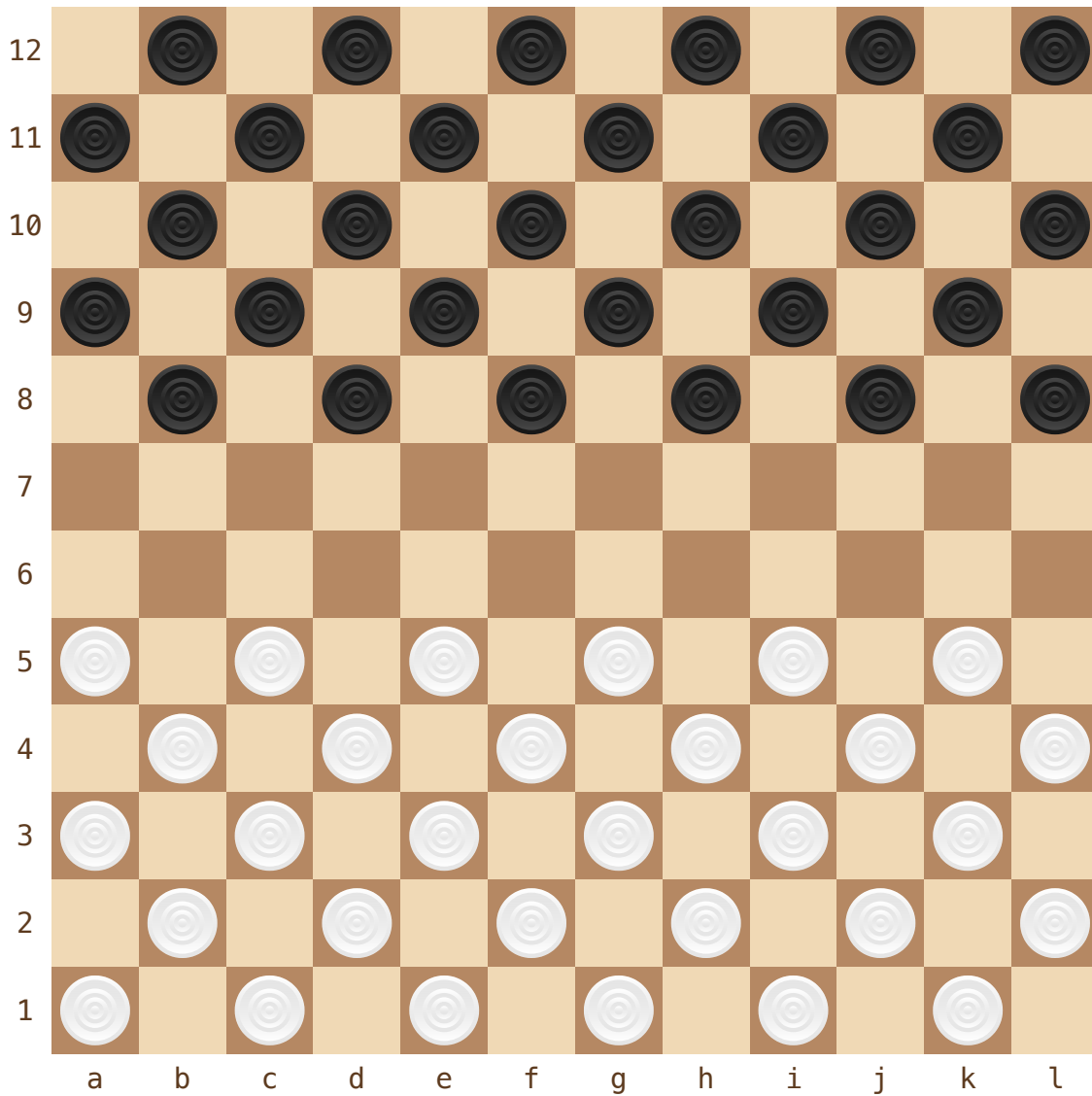
Canadian Draughts

12×12
BOARD

2
PLAYERS

CANADIAN DRAUGHTS

International Draughts on the largest standard board: 12×12 with 30 pieces per side. The expanded board creates longer games with more complex middle-game positions and endgames that can stretch across the entire diagonal. Popular in Canada and parts of francophone Africa.



Canadian Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=canadian>

SETUP

Board: 12×12 checkered board. Only the 72 dark squares are used.

Pieces: 30 men per player. Place all 30 on the dark squares of your five nearest rows. The two central rows remain empty.

First move: White moves first.

RULES

All International Draughts rules apply:

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally both forwards and backwards by jumping.
- ♦ **Mandatory capture:** Captures are compulsory.
- ♦ **Majority rule:** Must choose the capture sequence that takes the most pieces.
- ♦ **Delayed removal:** Captured pieces removed after the entire sequence completes.
- ♦ **No mid-jump promotion:** Man must end its turn on the back row to promote.
- ♦ **No re-jumping:** Cannot jump the same piece twice in one sequence.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings jump at distance, landing on any open square beyond the captured piece.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

DRAWS

Same conditions as International Draughts. Due to the larger board, drawn endgames are more common.

STRATEGY

The 12×12 board makes early development slower and the middlegame broader. Long diagonals (up to 12 squares) give flying kings enormous range. With 30 pieces per side, sacrificial combinations require deeper calculation. Material advantages translate less directly to wins because the larger board gives the defender more space to manoeuvre.

ATTRIBUTION

Traditional variant. Public domain. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 10 OF 20

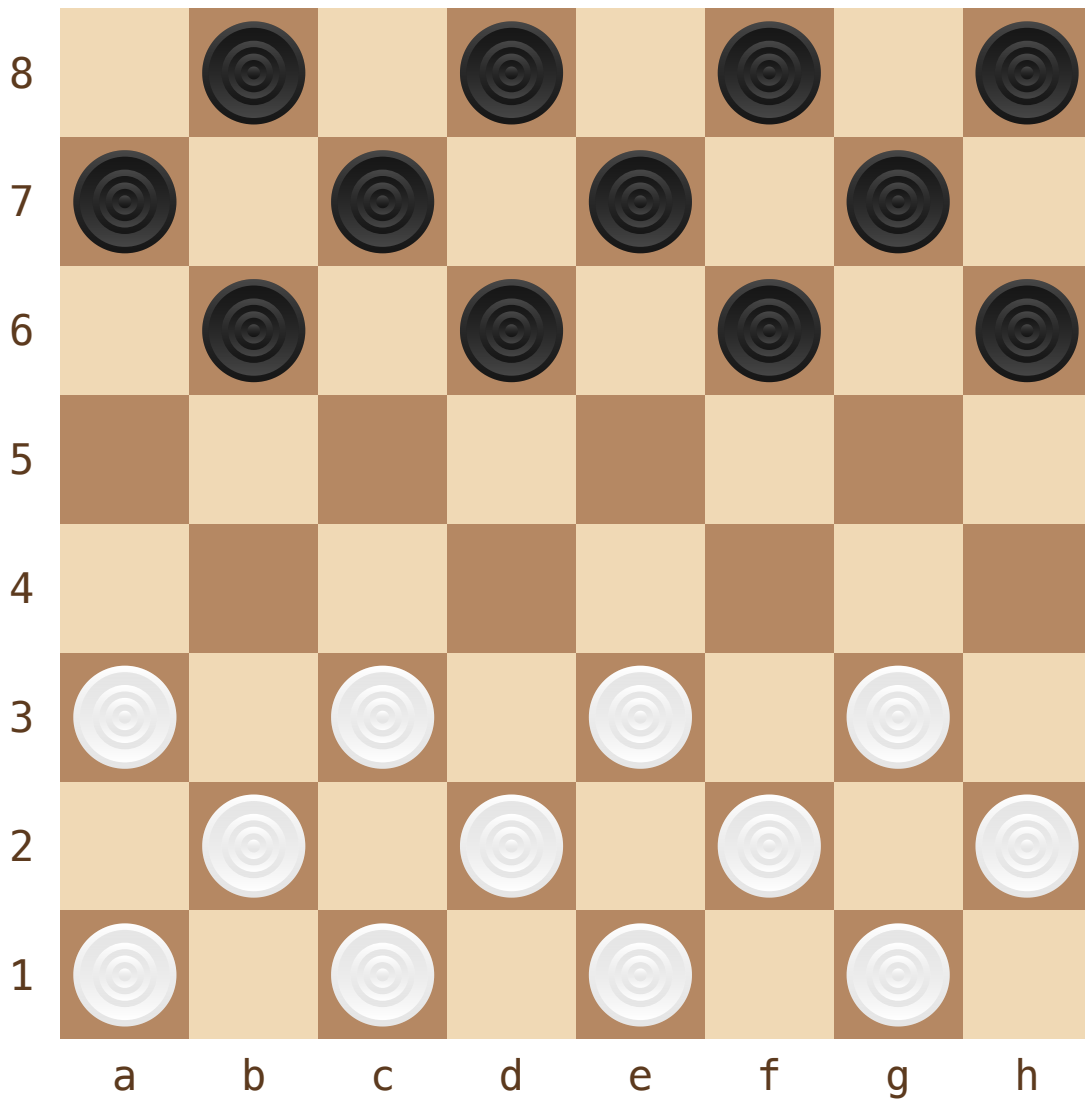
Pool Checkers

8×8
BOARD

2
PLAYERS

POOL CHECKERS

The American tournament variant, governed by the American Pool Checkers Association since 1966. Combines backward captures for men, flying kings, and mid-jump promotion with free choice between captures (no majority rule). More aggressive than English Draughts due to backward capture, more forgiving than International due to free choice.



Pool Checkers — starting position

<https://engine.moddable.games/play/?game=draughts&variant=pool>

SETUP

Board: 8×8 checkered board, dark squares only. Same layout as English Draughts.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: Black moves first (note: opposite convention to most variants).

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally by jumping over an adjacent opponent piece. Men can capture both forwards AND backwards.
- ♦ **Mandatory capture:** Captures are compulsory.
- ♦ **Free choice:** When multiple capture sequences exist, the player may freely choose. No majority rule.
- ♦ **Mid-jump promotion:** If a man reaches the back row during a multi-jump sequence, it is promoted to a king immediately and continues capturing as a king in the same turn.
- ♦ **Immediate removal:** Captured pieces are removed from the board immediately after being jumped.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any open square beyond.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

DRAWS

The game is a draw when:

- ♦ Both players agree.
- ♦ The same position repeats.
- ♦ Neither player can force a win.

STRATEGY

Backward captures for men make every piece a threat in both directions, reducing the safety of the back row. Mid-jump promotion combined with free choice allows creative sacrifice sequences: you can choose a shorter capture that promotes to a king mid-jump rather than a longer but purely pedestrian sequence.

ATTRIBUTION

Traditional variant. Public domain. Governed by the American Pool Checkers Association (est. 1966). Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 11 OF 20

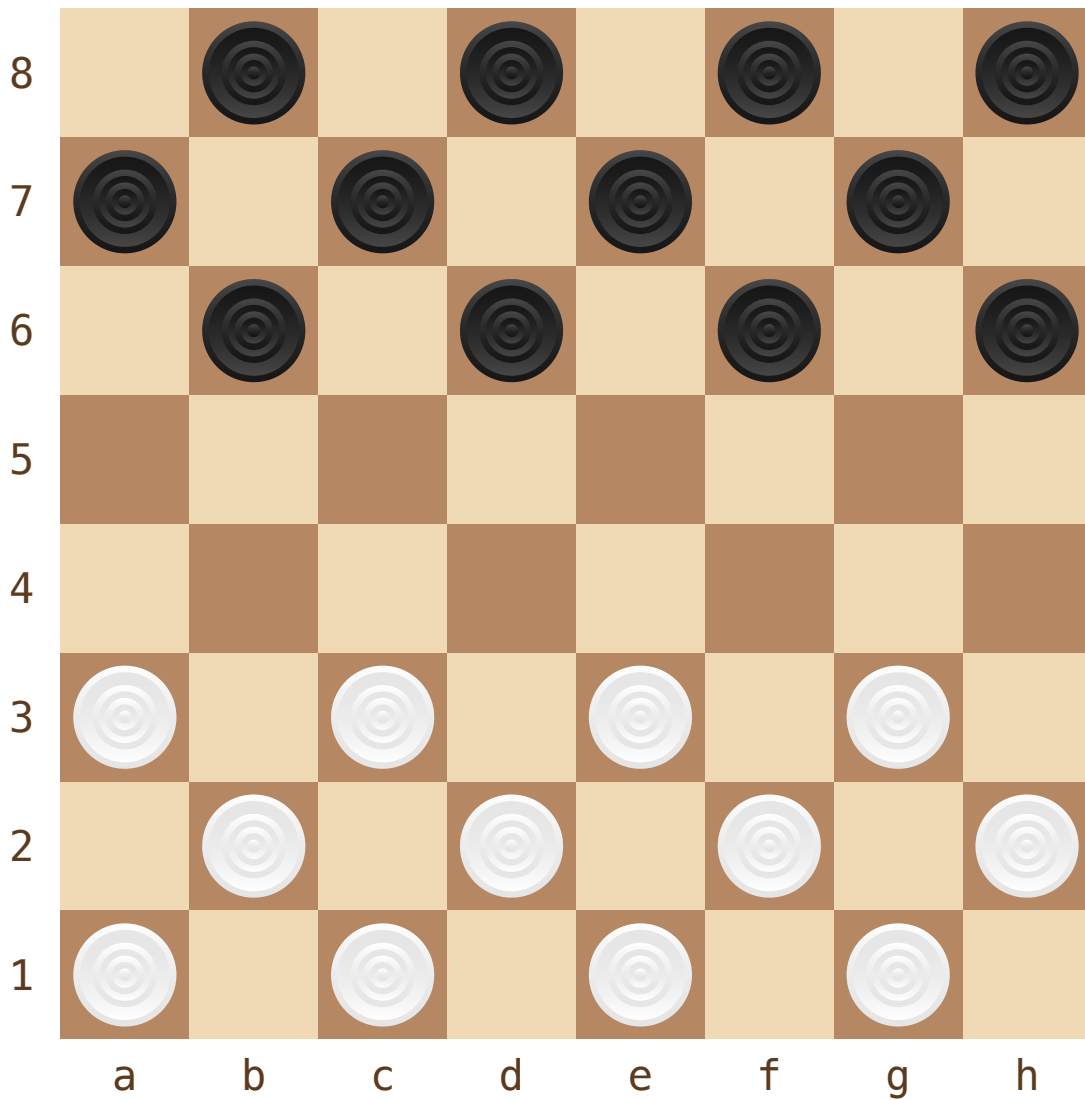
Italian Draughts

8×8
BOARD

2
PLAYERS

ITALIAN DRAUGHTS

Italy's national draughts variant with unique restrictions that protect kings and create a strict capture hierarchy. Men cannot capture kings at all, and when multiple captures are available, a complex priority system determines which must be taken. Governed by the Federazione Italiana Dama.



Italian Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=italian>

SETUP

Board: 8×8 checkered board, dark squares only. The board is oriented with a double corner (two dark squares) on each player's right side.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally forward only by jumping. Men CANNOT capture backwards. Men CANNOT capture kings (only kings can capture kings).
- ♦ **Mandatory capture:** Captures are compulsory.

Capture priority (strict): When multiple capture sequences are available, the player must follow this hierarchy:

- ♦ A king must capture rather than a man (if both have captures available).
 - ♦ Choose the sequence capturing the most pieces.
 - ♦ If tied, choose the sequence capturing the most kings.
 - ♦ If still tied, choose the sequence where a king is doing the capturing (over a man).
- ♦ **Immediate removal:** Captured pieces are removed from the board immediately.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any open square beyond.
- ♦ **Promotion rule:** A man reaching the back row is promoted. If it reaches the back row during a multi-jump, the sequence ends and it is promoted (no continued capture as king).

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

STRATEGY

The “men cannot capture kings” rule makes kings enormously powerful in Italian Draughts. Promoting first is even more decisive here than in other variants. The strict capture priority can be exploited: sacrifice a king in a position where the opponent’s king is forced to take it (by priority), opening up a decisive combination elsewhere.

ATTRIBUTION

Traditional variant. Public domain. Governed by the Federazione Italiana Dama (FID). Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 12 OF 20

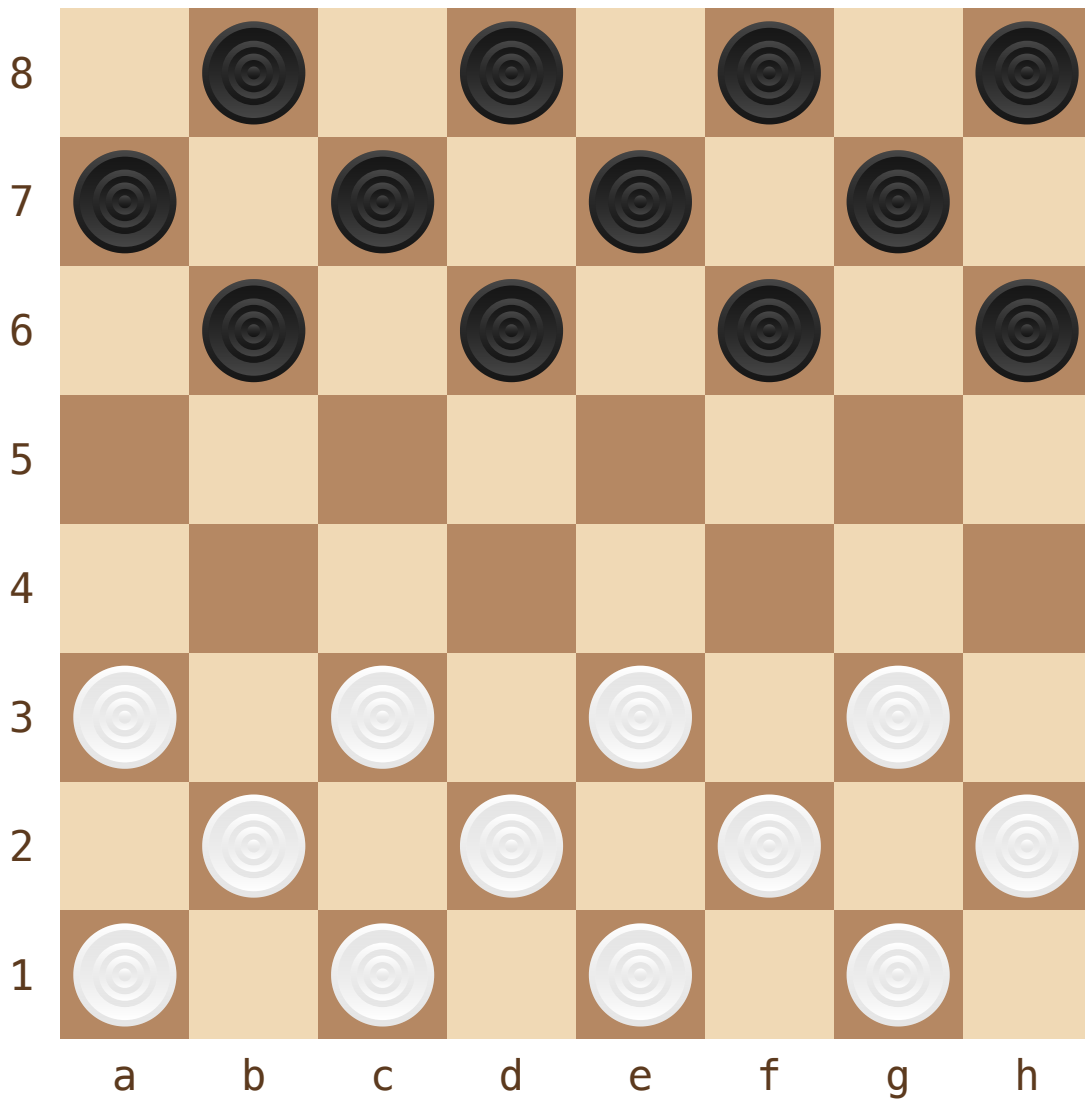
Spanish Draughts

8×8
BOARD

2
PLAYERS

SPANISH DRAUGHTS

Spain's national variant combining flying kings with the majority capture rule and a preference for capturing kings over men when chains are equal. Notable for its board orientation: the white square is at each player's bottom-right (opposite to English Draughts).



Spanish Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=spanish>

SETUP

Board: 8×8 checkered board, dark squares only. Oriented with a white (light) square at each player's bottom-right corner.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally forward only by jumping. Men CANNOT capture backwards.
- ♦ **Mandatory capture:** Captures are compulsory.

Majority rule with king preference: When multiple capture sequences are available:

- ♦
 - ♦ Must choose the sequence capturing the most pieces.
 - ♦ If tied on quantity, must choose the sequence capturing the most kings.

- ♦ **Immediate removal:** Captured pieces are removed immediately.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any open square beyond.
- ♦ **Promotion rule:** A man reaching the back row is promoted to a king. If a man reaches the back row during a multi-jump, the sequence ends and it is promoted.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

DRAWS

The game is a draw when:

- ♦ Both players agree.
- ♦ The same position occurs three times.
- ♦ 20 consecutive king moves pass with no capture.

STRATEGY

The king preference in the majority rule creates forced-capture traps: arrange a position where your opponent must capture your king (because it makes the chain “higher value”) while this opens a devastating counter-attack. Flying kings combined with no backward capture for men means promoting first gives a decisive strategic advantage.

ATTRIBUTION

Traditional variant. Public domain. Governed by the Federación Española de Damas. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 13 OF 20

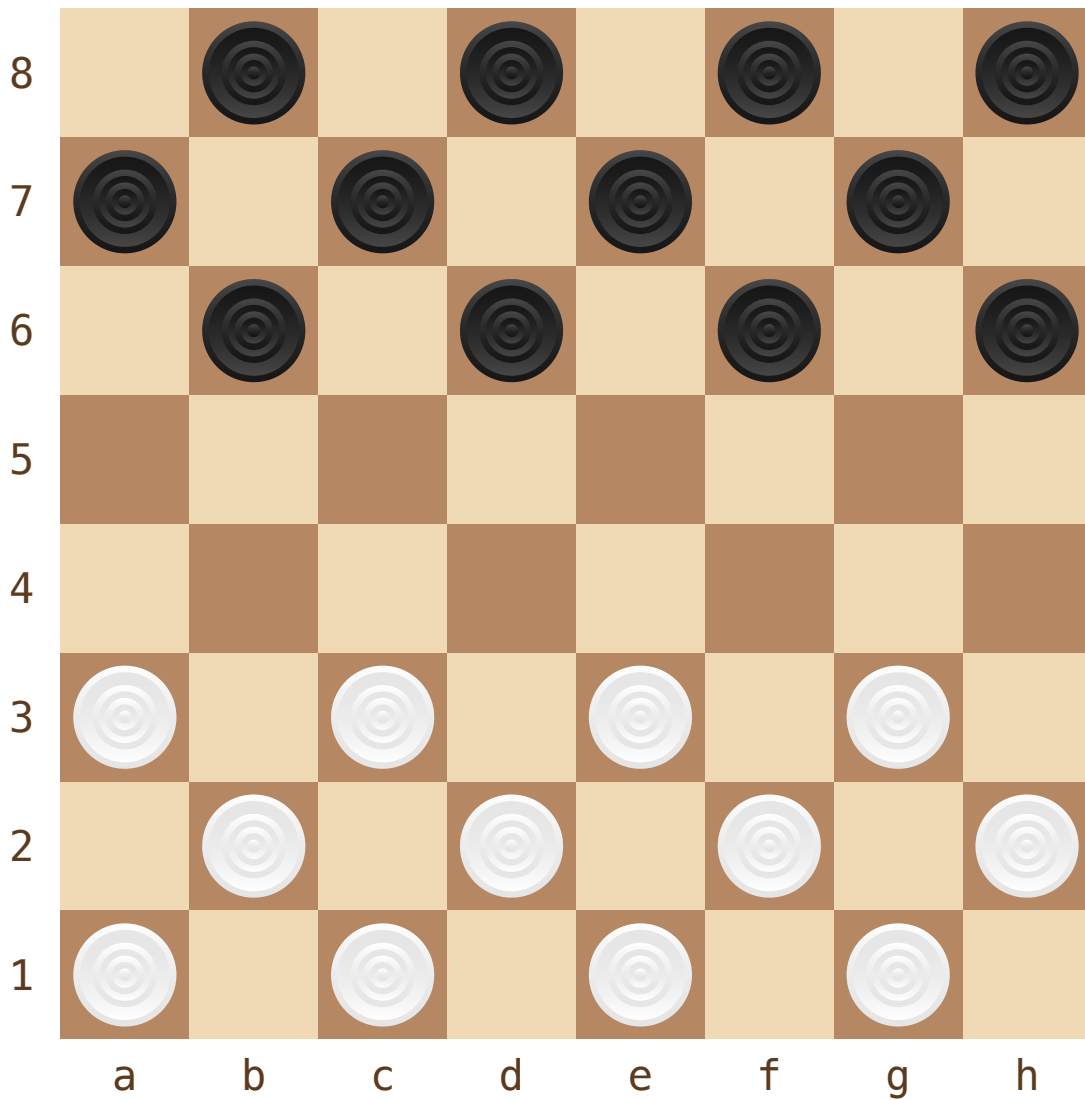
Czech Draughts

8×8
BOARD

2
PLAYERS

CZECH DRAUGHTS

The Czech and Slovak national variant with a distinctive rule: if a king can capture, it must — even if a man has a longer available chain. This creates a unique dynamic where king positioning is both an asset and a liability, since your king can be forced into unfavourable captures.



Czech Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=czech>

SETUP

Board: 8×8 checkered board, dark squares only. Same layout as English Draughts.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally forward only by jumping. Men cannot capture backwards.
- ♦ **Mandatory capture:** Captures are compulsory.
- ♦ **King priority:** If a king has any capture available, the king **MUST** make the capture — even if a man has a longer chain available elsewhere. Kings always take priority.
- ♦ **No majority rule for men:** If only men have captures, the player may freely choose which man captures and which path to take (no longest-chain requirement).
- ♦ **Mid-jump promotion:** If a man reaches the back row during a multi-jump sequence, it is promoted immediately and continues jumping as a king.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any open square beyond.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

STRATEGY

The king priority rule cuts both ways. Your king dominates the board but can be lured into captures that leave it exposed. Opponents can sacrifice pieces along your king's diagonal, forcing it to capture away from a critical position. Meanwhile, men have complete freedom of choice, allowing intricate sacrificial combinations without being forced into suboptimal chains.

ATTRIBUTION

Traditional variant. Public domain. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 14 OF 20

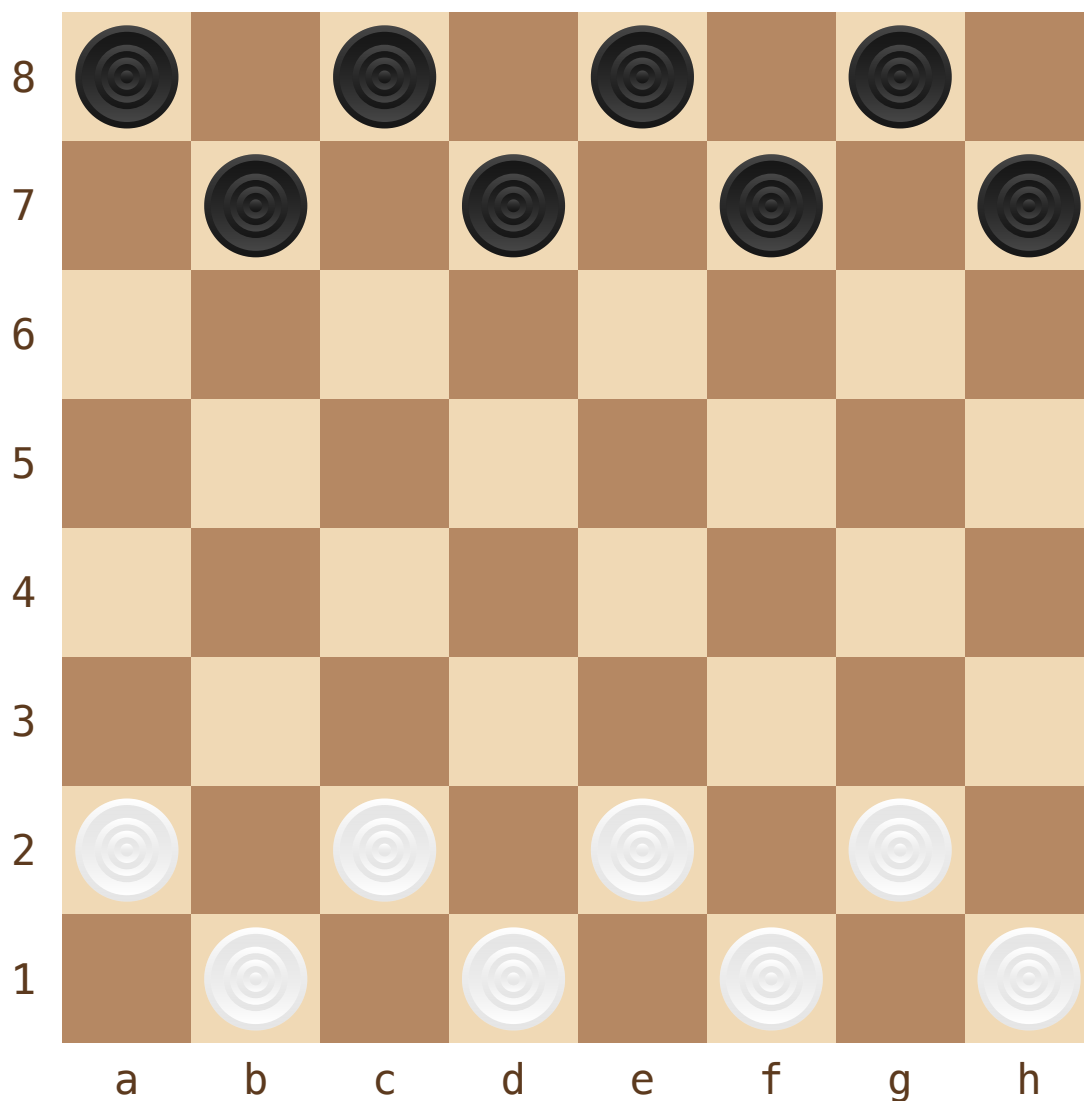
Thai Draughts

8×8
BOARD

2
PLAYERS

THAI DRAUGHTS

Known locally as Makhos (หมากฮอส), this is Thailand's national draughts variant. Distinguished by fewer starting pieces (8 instead of 12) and a unique king capture restriction: flying kings must land on the square immediately behind the captured piece rather than choosing any square beyond it.



Thai Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=thai>

SETUP

Board: 8×8 checkered board, dark squares only.

Pieces: 8 men per player. Place on the dark squares of the two nearest rows only (not three). Four empty rows separate the armies.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture diagonally forward only by jumping. Men cannot capture backwards.
- ♦ **Mandatory capture:** Captures are compulsory.
- ♦ **Free choice:** When multiple captures exist, the player may freely choose (no majority rule).
- ♦ **Immediate removal:** Captured pieces are removed immediately.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture restriction:** When a king captures, it **MUST** stop on the square immediately behind the captured piece. It cannot choose a farther landing square along the diagonal. This is the defining rule of Thai Draughts.
- ♦ **King multi-capture:** After landing behind a captured piece, if another capture is available from that square, the king must continue.
- ♦ **Promotion rule:** A man reaching the back row is promoted. If it reaches the back row during a multi-jump, the sequence ends and it is promoted.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

STRATEGY

The reduced piece count (8 vs 12) means the opening is less congested and tactical play begins immediately. The king capture restriction is the key strategic element: flying kings cannot leap over a piece and land far away for positional advantage. This makes king vs king endgames more drawn-out and defensive, since kings cannot reposition freely after capturing.

ATTRIBUTION

Traditional variant (Makhos / หมากฮอส). Public domain. Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 15 OF 20

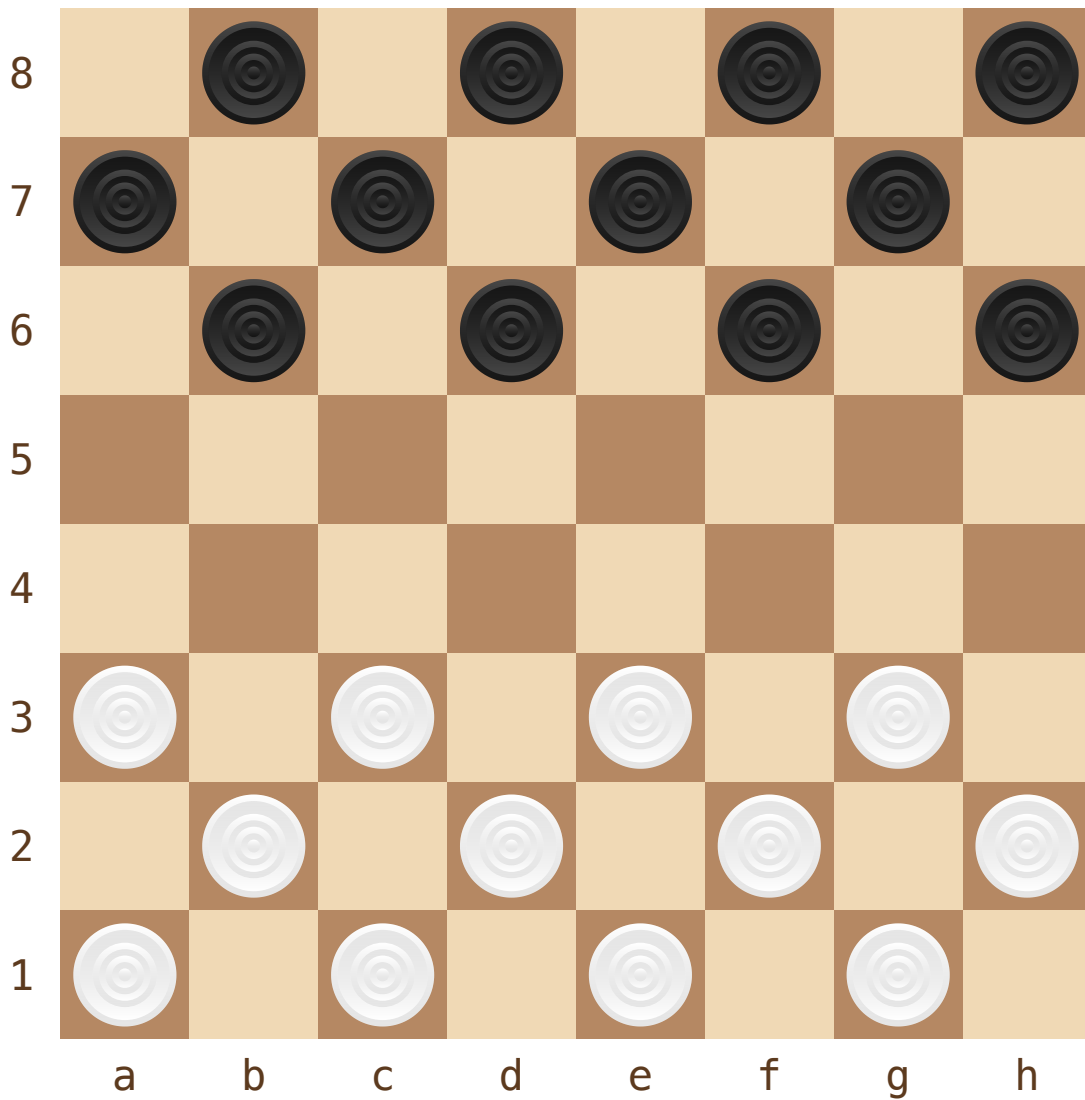
Bashni

8×8
BOARD

2
PLAYERS

BASHNI

Russian column draughts, the predecessor to Lasca. Captured pieces stack beneath the captor instead of leaving the board. Uses Russian Draughts movement rules (men capture backwards, mid-jump promotion) on a standard 8×8 board with 12 pieces per side. The name means “towers” in Russian.



Bashni — starting position

<https://engine.moddable.games/play/?game=draughts&variant=bashni>

SETUP

Board: 8×8 checkered board, dark squares only. Same as English/Russian Draughts.

Pieces: 12 men per player on dark squares of the three nearest rows.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time.
- ♦ **Men capture:** Men capture by jumping diagonally over an adjacent opponent piece. Men can capture both forwards and backwards (Russian rules).
- ♦ **Column formation:** When a piece jumps an opponent, the captured piece is placed underneath the capturing piece, forming a column (tower). A column is controlled by whoever's piece is on top (the "commander").
- ♦ **Column movement:** A column moves as a single unit according to its commander: a man-led column moves forward only; a king-led column moves in any direction.
- ♦ **Capturing a column:** When you jump a column, you take only the top piece (the commander). That piece goes under your jumping piece/column. The remaining stack stays in place, now controlled by the next piece down.
- ♦ **Liberating buried pieces:** Capturing an opponent's column can free your own buried pieces. When the enemy commander is taken, your piece (if next from top) regains control.
- ♦ **Mandatory capture:** Captures are compulsory.
- ♦ **Free choice:** No majority rule. Player freely chooses between available captures.
- ♦ **Mid-jump promotion:** If a man (or man-led column) reaches the back row during a multi-jump, it is promoted immediately and continues as a king.
- ♦ **No re-jumping:** A piece/column cannot be jumped twice in the same sequence.

KING PROMOTION

- ♦ **Flying kings:** Kings (and king-led columns) move any number of squares diagonally in any direction.
- ♦ **King capture:** Kings jump at distance along diagonals, landing on any open square beyond.

WINNING

A player wins when their opponent controls no columns and has no individual pieces remaining (all are buried beneath the winner's columns) or when all opponent-controlled pieces are blocked.

STRATEGY

Unlike standard draughts where captured material is permanently lost, in Bashni every capture creates a potential future liability. Tall towers are powerful but a single capture strips the commander and potentially frees multiple enemy pieces at once. The decision between building tall columns (concentrated power) versus maintaining multiple independent pieces (distributed control) is the central strategic tension.

ATTRIBUTION

Traditional Russian variant. Public domain. Pre-dates Lasca (1911). Source: Wikipedia (CC-BY-SA).

DRAUGHTS · VARIANT 16 OF 20

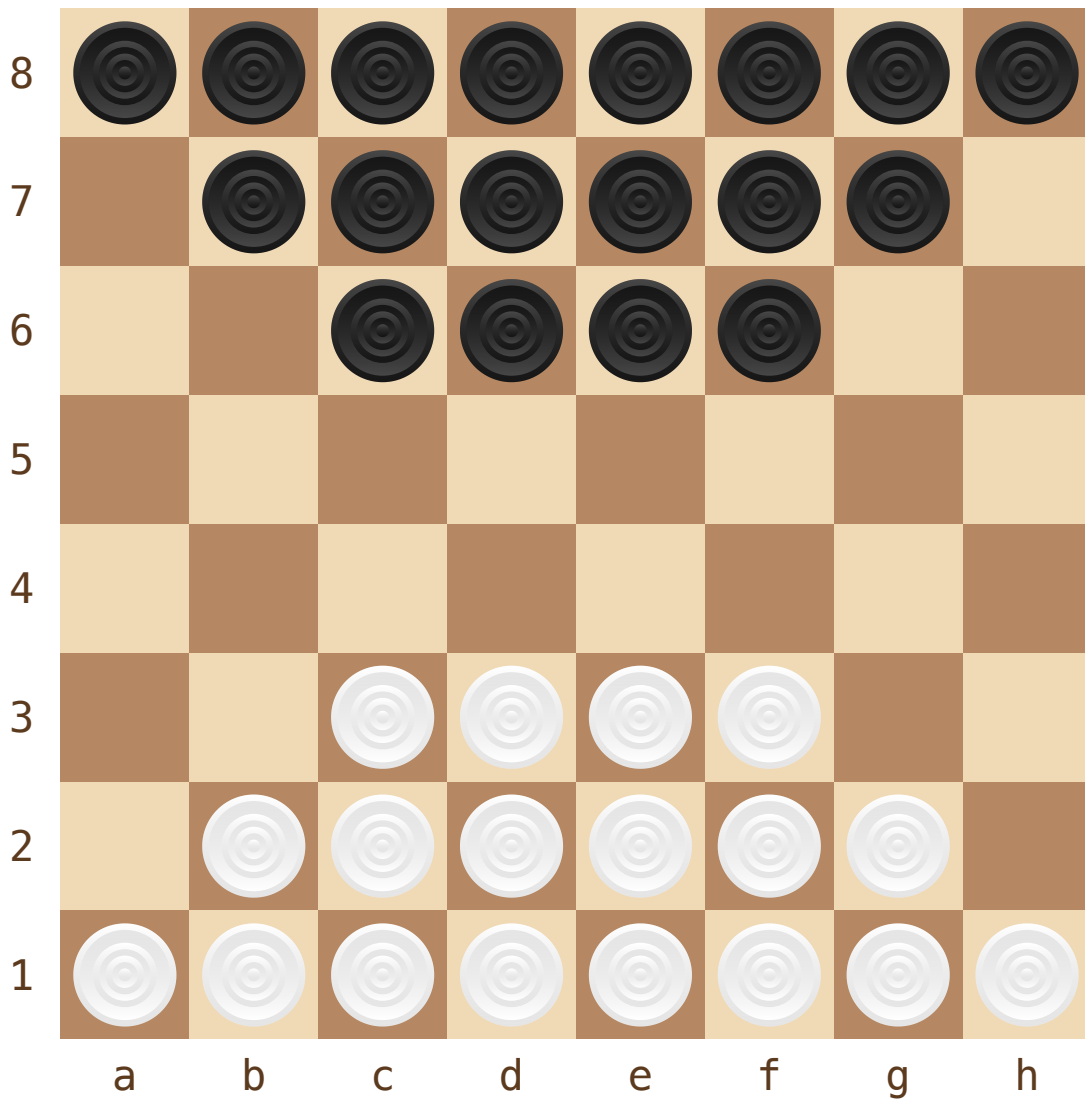
Dameo

8×8
BOARD

2
PLAYERS

DAMEO

Invented by Christian Freeling in 2000. Dameo introduces two innovations to the draughts family: the phalanx, which lets a line of friendly pieces slide forward together as a unit, and a purely orthogonal capture system where all jumps go along ranks and files, never diagonally. The result is a game that rewards formation-building over the individual-piece tactics of most draughts variants.



Dameo — starting position

<https://engine.moddable.games/play/?game=draughts&variant=dameo>

SETUP

Board: 8×8 board. Unlike most draughts variants, Dameo is played on **all 64 squares**, not just the dark ones.

Pieces: 18 men per player, arranged in a trapezoidal formation:

- ♦ **Row 1 (closest row):** all 8 squares occupied
- ♦ **Row 2:** the 6 inner squares occupied (b2–g2)
- ♦ **Row 3:** the 4 innermost squares occupied (c3–f3)

White occupies rows 1–3. Black occupies rows 6–8 (mirror image).

First move: White moves first.

RULES

Men movement:

Men move **forward only**, either straight ahead (orthogonally) or diagonally forward. They cannot move sideways or backward.

In addition to single-step moves, a man may perform a **linear move**: if one or more friendly men are lined up directly behind it in a straight line (along a rank, file, or diagonal), the entire line slides forward by one square, provided the square at the front of the line is empty. A man cannot use a linear move to push into an occupied square.

King movement:

Kings move like queens in chess: any number of squares in any of the eight directions (orthogonal or diagonal), as long as the path is clear.

CAPTURE

All captures in Dameo are orthogonal only, along ranks and files, never diagonally.

- ♦ A man (or king) captures an adjacent opponent piece by jumping over it to the empty square directly beyond, along a rank or file.
- ♦ Kings capture from any distance: the king jumps over a single opponent piece that lies any number of empty squares away along a rank or file, landing on any empty square beyond the captured piece on the same line.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **Majority rule:** When multiple capture sequences are available, the piece that can make the maximum number of captures must be used, and the longest sequence must be completed.
- ♦ **Delayed removal:** Captured pieces are removed at the **end of the entire multi-capture sequence**, not after each individual jump. A piece that has been jumped but not yet removed still physically blocks the line and cannot be jumped again in the same sequence.

KING PROMOTION

When a man reaches the opponent's back row (row 8 for White, row 1 for Black), it is promoted to a king at the end of its turn.

- ♦ If a man reaches the back row during a multi-capture sequence without stopping there, it is not promoted until it ends its turn on the back row.

WINNING

A player wins when their opponent has no legal move: either all pieces have been captured, or all remaining pieces are blocked.

DRAWS

The game is drawn when:

- ♦ Both players agree.
- ♦ The same position occurs three times with the same player to move (not necessarily consecutive).
- ♦ Neither player can force a win.

ATTRIBUTION

Dameo. Invented by Christian Freeling (2000). Rules in the public domain; game rules are not subject to copyright. Source: Wikipedia — Dameo article (CC-BY-SA 4.0).

DRAUGHTS · VARIANT 17 OF 20

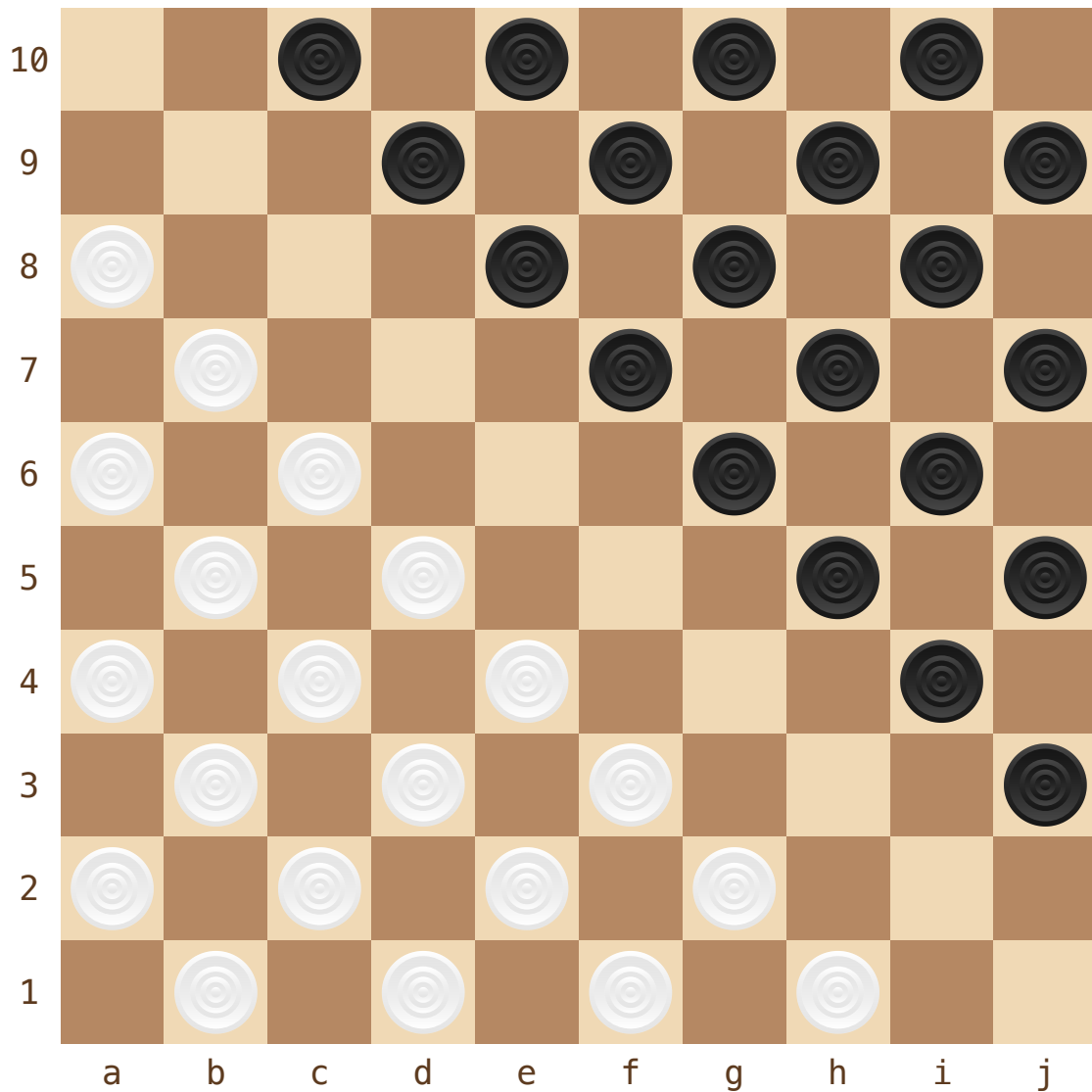
Diagonal Draughts

10×10
BOARD

2
PLAYERS

DIAGONAL DRAUGHTS

A 19th-century variant of International Draughts in which the starting position is rotated: instead of filling the first four rows, players arrange their pieces along the sides of the board's main diagonal, leaving the long diagonal itself empty. The result is an unusual opening geometry that dissolves into standard International play once the first captures are made.



Diagonal Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=diagonal>

SETUP

Board: 10×10 checkered board. Only the 50 dark squares are used. Orient the board so the long diagonal runs from each player's lower-left to upper-right corner.

Pieces: 20 men per player. Instead of filling rows, pieces are placed on all dark squares **except** those on the long diagonal (the diagonal running from corner a1 to corner j10). Each player's pieces occupy the dark squares on their own side of that diagonal: one player on the lower-right triangle, the other on the upper-left triangle.

First move: White (lower-right) moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward one square at a time, following the same movement rules as International Draughts.
- ♦ **Men capture:** A man captures by jumping diagonally over an adjacent opponent piece to the vacant square beyond. Captures may be made in any diagonal direction.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **Majority rule:** When multiple capture sequences are available, the player must take the sequence that captures the maximum number of pieces. If sequences are tied in length, the player may freely choose.
- ♦ **Multi-capture:** After each jump, if another capture is immediately available, the sequence continues.

KING PROMOTION

When a man ends its turn on the opponent's back row (the far edge of the board), it is promoted to a king.

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any empty square beyond.
- ♦ **No mid-sequence promotion:** A man passing through the back row during a multi-jump sequence is not promoted unless it stops there.

WINNING

A player wins by capturing all opponent pieces or blocking all remaining opponent pieces from moving.

ATTRIBUTION

Historical variant, documented from at least the 19th century. Public domain. Sources: Ludeme/Ludii — Diagonal Draughts.lud (SHA 9405c8a7, Maastricht University Ludii Project); J.P. Neto, *World Abstract Games* — Checkers page (jpneto.github.io).

DRAUGHTS · VARIANT 18 OF 20

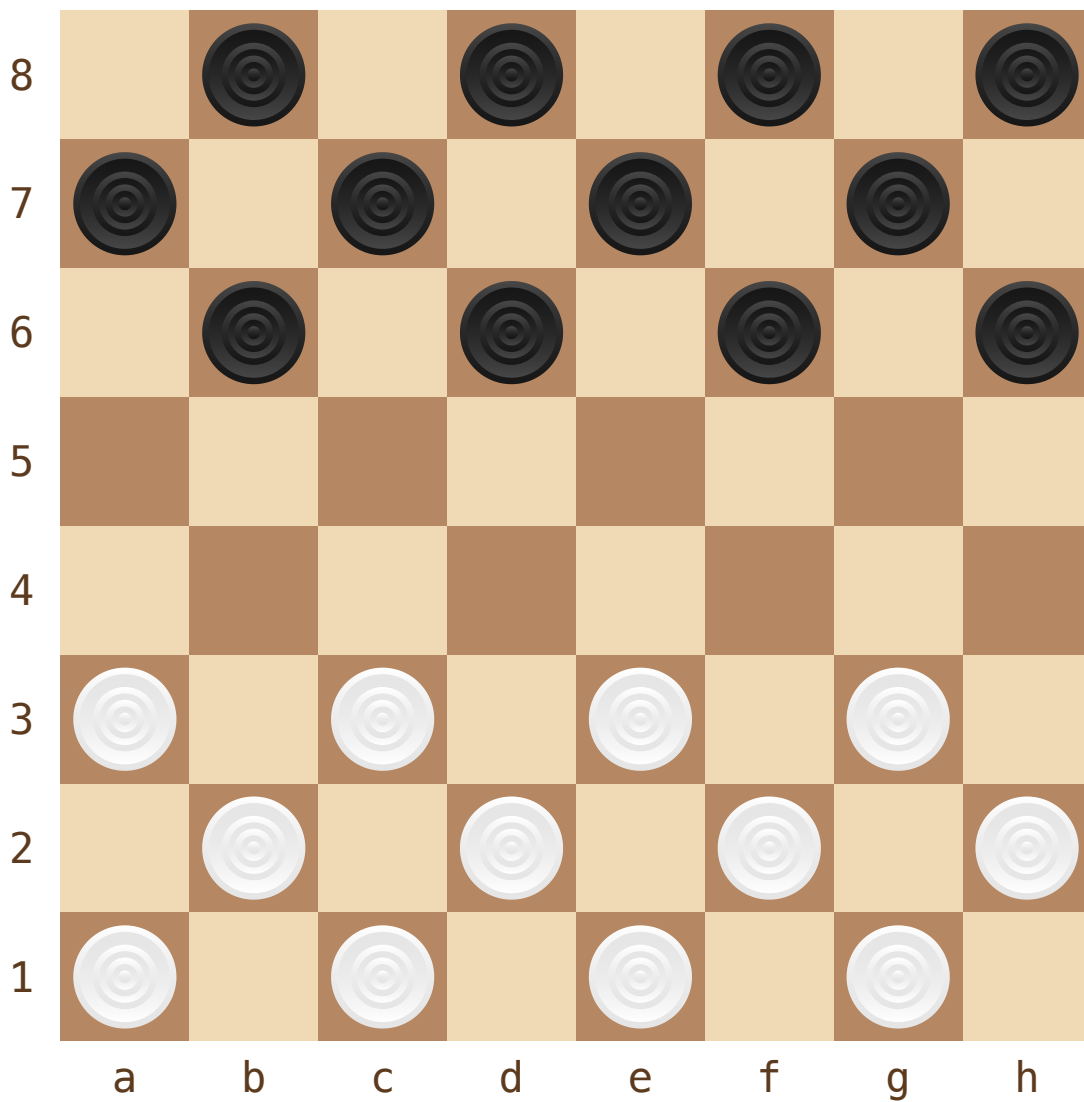
German Draughts

8×8
BOARD

2
PLAYERS

GERMAN DRAUGHTS

Also known as Damenspiel (“lady’s game”), German Draughts is the traditional form of draughts played across Germany. It sits between English and International Draughts in complexity: men capture in all four diagonal directions (unlike English, where men only capture forwards), but there is no majority capture rule (unlike International, where the longest chain is mandatory).



German Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=german>

SETUP

Board: 8×8 checkered board. Orient the board so each player has a dark corner square on their lower left.

Pieces: 12 men per player in two distinct colours, placed on the dark squares of the three rows closest to each player. The two central rows remain empty.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time, to an unoccupied dark square.
- ♦ **Men capture:** Men capture by jumping diagonally over an adjacent opponent piece to the vacant square beyond. Unlike English Draughts, men can capture both **forwards and backwards**.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **Free choice:** When multiple capture sequences are available, the player may freely choose which to take. There is no majority rule; the longest chain is not required.
- ♦ **Multi-capture:** After completing a jump, if another capture is immediately available with the same piece, the sequence must continue until no further capture is possible.

KING PROMOTION

When a man reaches the opponent's back row, it stops immediately and is promoted to a Dame (queen/flying king). A second piece is placed on top to mark it.

- ♦ **Promotion ends the turn:** If a man reaches the back row during a multi-capture sequence, it is promoted immediately and the turn ends. The new king cannot continue capturing in the same move.
- ♦ **Flying kings:** A Dame moves any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** A Dame captures by jumping over a single opponent piece at any distance along a diagonal, landing on any empty square beyond the captured piece.
- ♦ **No majority rule for kings either:** Even when multiple king captures are available, the player may freely choose which sequence to take.

WINNING

A player wins when their opponent has no legal move:

- ♦ All opponent pieces have been captured, or
- ♦ All remaining opponent pieces are completely blocked from moving.

DRAWS

The game is drawn when:

- ♦ Both players agree to a draw.
- ♦ The same position occurs three times with the same player to move.
- ♦ Neither player can force a win.

HOW IT DIFFERS FROM OTHER 8×8 VARIANTS

RULE	ENGLISH	GERMAN	RUSSIAN
Men capture backwards	No	Yes	Yes
Flying kings	No	Yes	Yes
Majority capture rule	No	No	No
Mid-sequence promotion continues	No	No	Yes

German Draughts occupies a distinctive position: its flying kings give it more endgame depth than English, while the absence of a majority rule keeps the midgame more intuitive than International Draughts.

ATTRIBUTION

Traditional variant. Public domain. Rules documented in Parlett, D. (1999) *The Oxford History of Board Games*, p. 252. Sources: Ludeme/Ludii — Damenspiel.lud (SHA 47b7ccc6, Maastricht University Ludii Project); Checkers & Draughts Wiki — Deutsches Damespiel article.

DRAUGHTS · VARIANT 19 OF 20

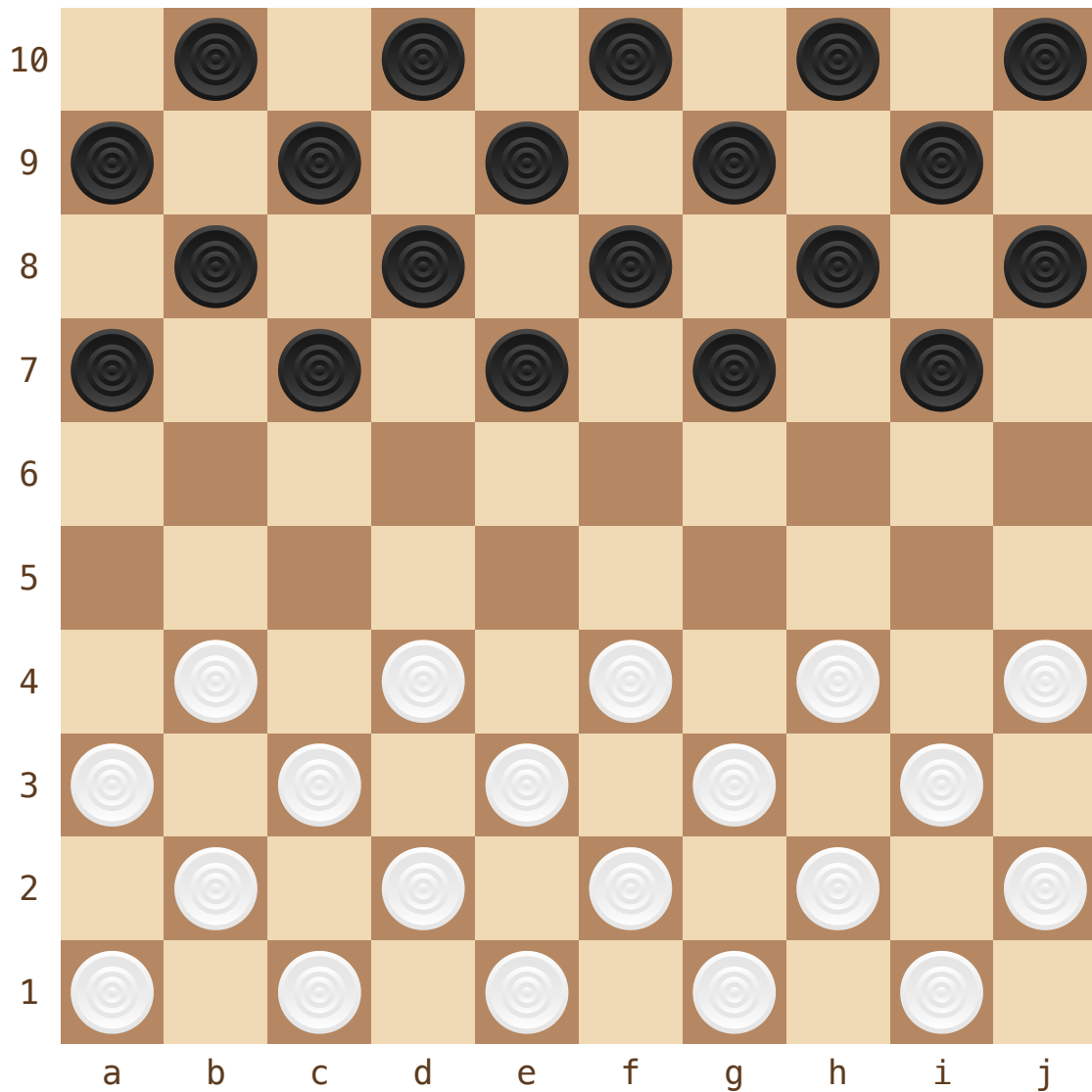
Ghanaian Draughts

10×10
BOARD

2
PLAYERS

GHANAIAN DRAUGHTS

Also known as Damii or Dame, Ghanaian Draughts is the traditional form of draughts played in Ghana and parts of West Africa. It uses the same 10×10 board and 20-piece setup as International Draughts but differs in three significant ways: men cannot capture backwards, there is no majority capture rule (any available capture satisfies the obligation), and a player who is reduced to a single piece (whether man or king) loses immediately.



Ghanaian Draughts — starting position

<https://engine.moddable.games/play/?game=draughts&variant=ghanaian>

SETUP

Board: 10×10 checkered board. Only the 50 dark squares are used. Orient the board so each player has a dark corner square on their lower left.

Pieces: 20 men (mma) per player in two distinct colours, placed on the dark squares of the four rows closest to each player. The two central rows remain empty.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time, to an unoccupied dark square.
- ♦ **Men capture:** Men capture by jumping diagonally over an adjacent opponent piece to the vacant square beyond. Men can only capture **forwards**; backward capture is not permitted for men.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **No majority rule:** When multiple capture sequences are available, the player may freely choose which to take. The longest chain is not required.
- ♦ **Multi-capture:** After each jump, if another forward capture is immediately available, the sequence continues. A man cannot reverse direction to capture backwards during a multi-jump.
- ♦ **Piece removal:** Captured pieces are removed from the board at the end of the complete capture sequence.

KING PROMOTION

When a man reaches the opponent's back row at the end of its turn, it is promoted to a Dame (flying king).

- ♦ **Flying kings:** Dames move any number of unoccupied squares diagonally in any direction.
- ♦ **King capture:** Dames capture by jumping over a single opponent piece at any distance along a diagonal, landing on any empty square beyond.
- ♦ **Kings may capture in any direction,** including backwards.

THE SINGLETON RULE

A player who is reduced to a **single piece** (whether a man or a king) loses immediately, regardless of whether that piece still has legal moves. This rule is unique to Ghanaian Draughts and is not found in International Draughts.

WINNING

A player wins when:

- ♦ All opponent pieces have been captured, or
- ♦ The opponent is reduced to a single piece (singleton rule), or
- ♦ All remaining opponent pieces are blocked from moving.

DRAWS

The game is drawn when both players agree, or when neither player can force a win.

ATTRIBUTION

Traditional variant. Public domain. Sources: Damii Ghana Draughts History & Rules (gamesfromeverywhere.com, archived via docslide.us); apkpure.com — X Ghanaian Draughts app description (mkisly.bcheckers.com).

DRAUGHTS · VARIANT 20 OF 20

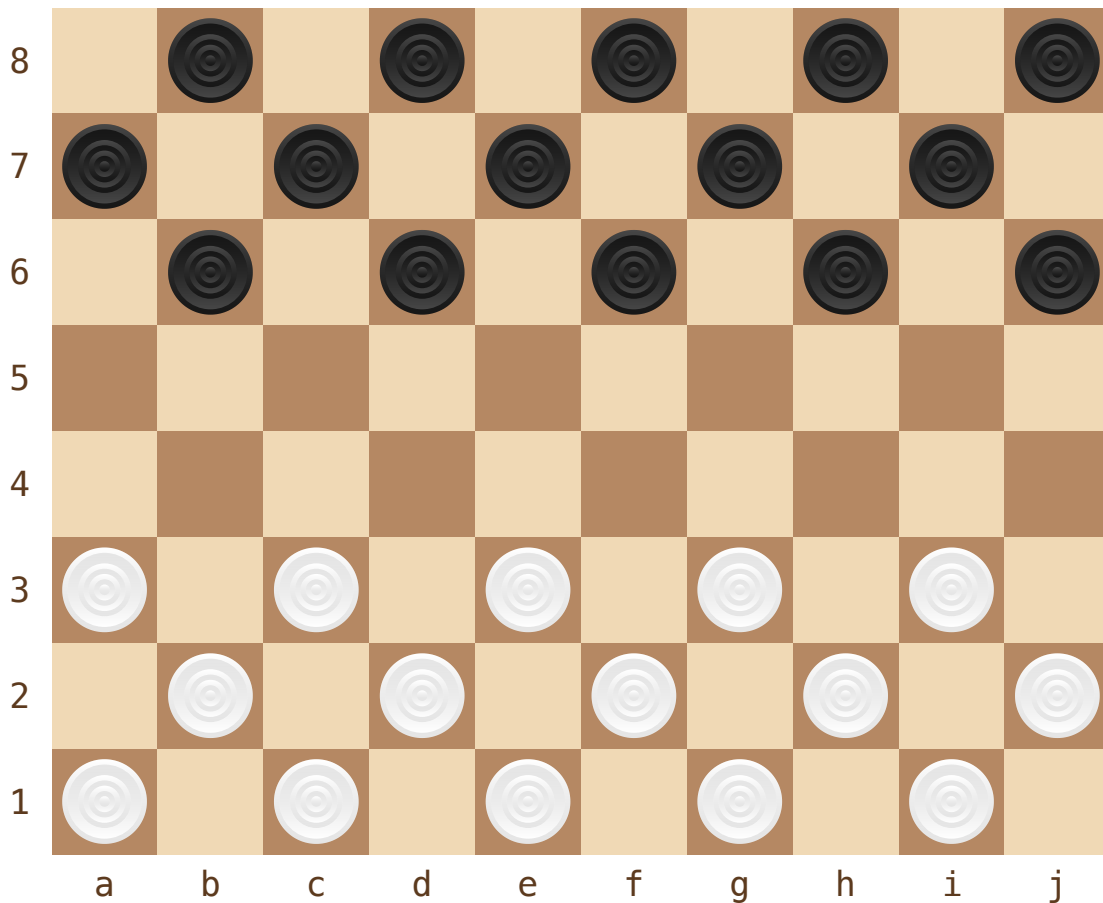
Spantsiretti

10×8
BOARD

2
PLAYERS

SPANTSIRETTI

Spantsiretti is Russian Draughts played on a wider 10×8 board rather than the standard 8×8. The rules are identical to Russian Draughts (backward capture for men, mid-jump promotion, flying kings, no majority rule) but the extra two columns and the resulting 20 pieces per side create a more open game with greater room for long-range tactics.



Spantsiretti — starting position

<https://engine.moddable.games/play/?game=draughts&variant=spantsiretti>

SETUP

Board: 10×8 checkered board (10 columns, 8 rows). Only the dark squares are used. Orient the board so each player has a dark corner square on their lower left.

Pieces: 20 men per player (five per row, four rows each). White occupies the dark squares of rows 1–4. Black occupies the dark squares of rows 5–8. There are no empty rows between the players at the start.

First move: White moves first.

RULES

- ♦ **Men movement:** Men move diagonally forward only, one square at a time, to an unoccupied dark square.
- ♦ **Men capture:** Men capture by jumping diagonally over an adjacent opponent piece to the vacant square beyond. Men can capture both **forwards and backwards**.
- ♦ **Mandatory capture:** If a capture is available, it must be taken.
- ♦ **Free choice:** When multiple capture sequences are available, the player may freely choose which to take. There is no majority rule.
- ♦ **Multi-capture:** After each jump, if another capture is immediately available with the same piece, the sequence continues.
- ♦ **Immediate removal:** Captured pieces are removed from the board immediately after each individual jump, not held until the end of the sequence.

KING PROMOTION

- ♦ **Flying kings:** Kings move any number of unoccupied squares diagonally in any direction.
- ♦ **Mid-jump promotion:** If a man reaches the opponent's back row during a multi-capture sequence, it is promoted to a king **immediately** and continues jumping as a king (with king movement rules) in the same turn.
- ♦ **King capture:** Kings capture by jumping over a single opponent piece at any distance along a diagonal, landing on any empty square beyond.
- ♦ Kings may continue capturing in any direction after each jump, including reversing direction, provided they do not jump the same piece twice.

WINNING

A player wins when their opponent has no legal move: all pieces captured or all pieces blocked.

DRAWS

The game is drawn when:

- ♦ Both players agree.
- ♦ The same position occurs three times.
- ♦ A player with three or more kings cannot win against a lone opposing king within 15 moves.

ATTRIBUTION

Traditional variant. Public domain. Sources: Checkers & Draughts Wiki — Portable Draughts Notation article (GameType 41: Spantsiretti, Russian draughts 10×8); mlwi.magix.net — international/Polish checkers variants page; mig0/Games-Checkers repository (lists russian_10x8 / spantsiretti as a supported variant).