

DRAUGHTS · VARIANT 8 OF 20

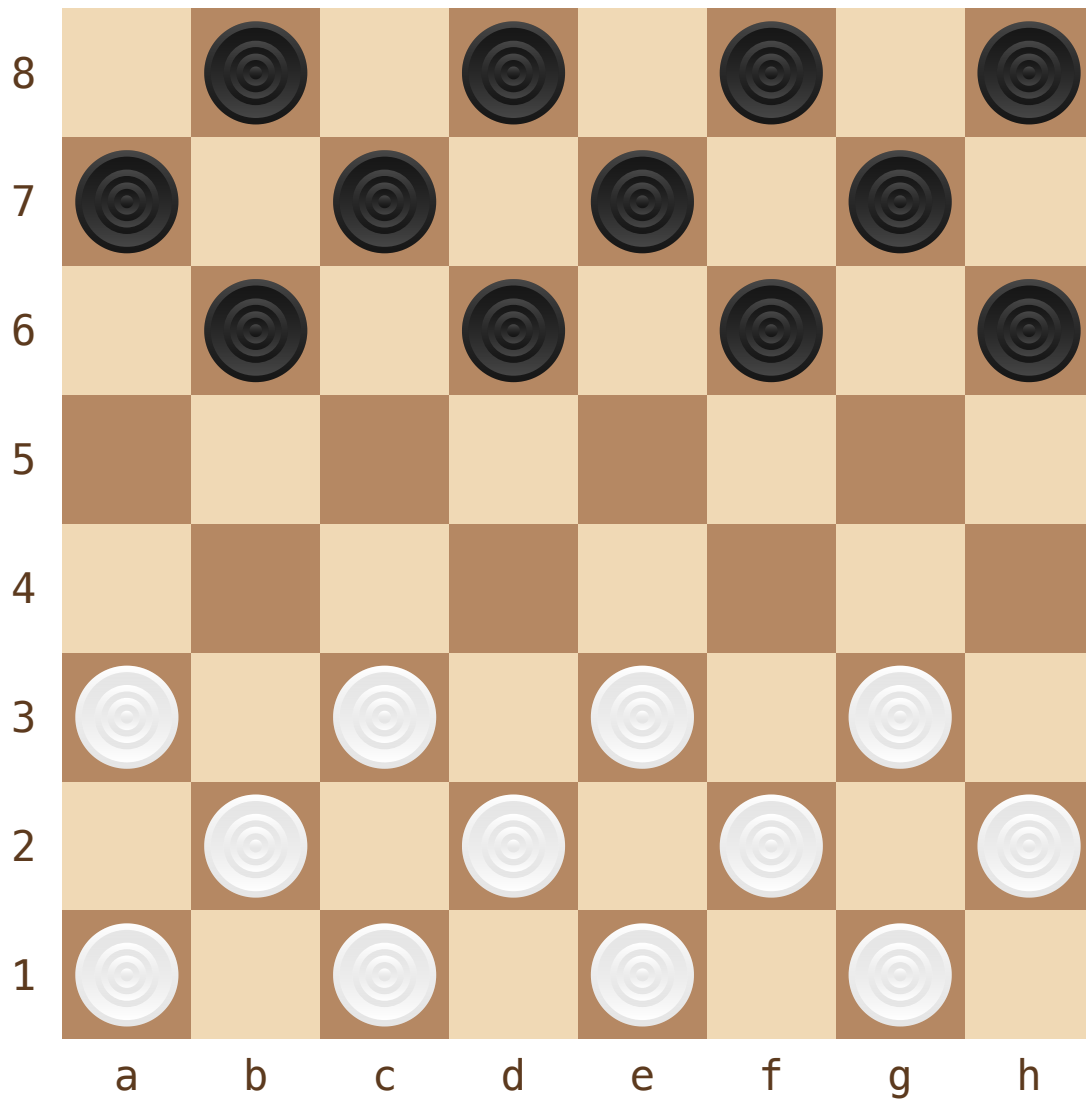
Brazilian Draughts

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

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