

DRAUGHTS · VARIANT 4 OF 20

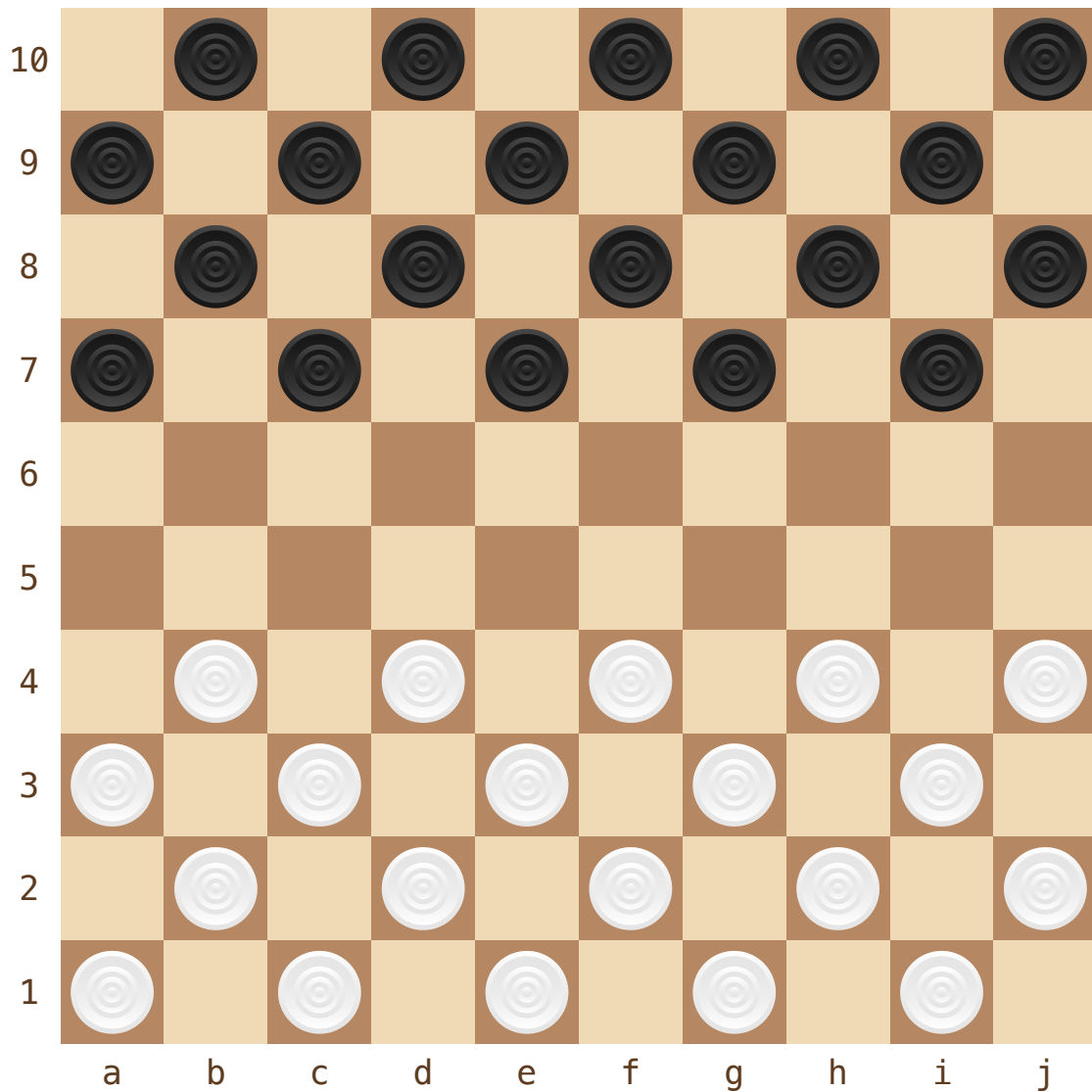
Frisian Draughts

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).