

DRAUGHTS · VARIANT 7 OF 20

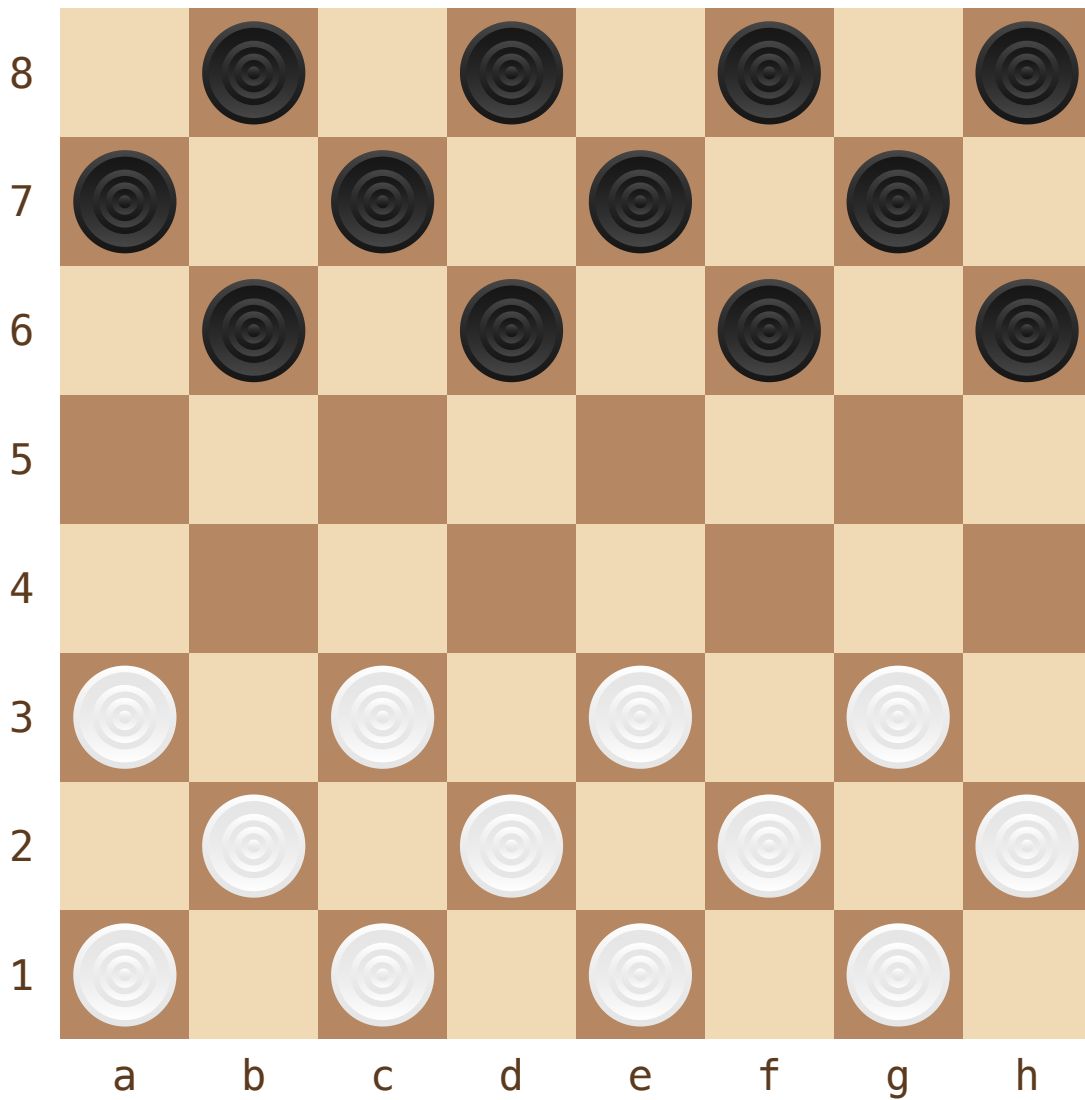
Russian Draughts

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

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