

**INTERNATIONAL
DRAUGHTS GAME
(10 X 10 BOARD)**

**NIGERIAN VERSION
COMPREHENSIVE RULES**



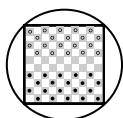
MANUAL
(With Illustrations)

Drafts Techniques Co. Publication

INTERNATIONAL DRAUGHTS GAME **(10 x 10 BOARD)**

NIGERIA VERSION **COMPREHENSIVE RULES**

MANUAL



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PREFACE

This manual is in two versions viz:

- (1) **The Comprehensive Rules** which include illustrations and other beneficial information on the game of draughts with particular reference to the NIGERIAN VERSION and
- (2) **The Abridged Rules** which is without illustrations.

The aim is to put together Manuals that will highlight the Standard Rules of the International Draughts Game (Nigerian Version) for the benefit of **NEW PLAYERS**. This is also to remind **ALL PLAYERS** of the standard rules of the game, so that we **ALL** will be guided by **THE SAME RULES AND REGULATIONS**.

We have also introduced a brief history of the game and some variants. We also drew a comparison of The Fédération Mondiale du jeu de Dames (FMJD - World Draughts Federation) version with that of the International Draughts Game - Nigerian Version for the benefit of those players that might want to try their hands on the FMJD - World Draughts Federation variant or might want to make a transition to that variant. (**All the above points are captured in the Comprehensive Manual**).

This we believe, will be extremely beneficial considering the fact that majority of the Draughts Game programmes on the internet that you download which are freeware on International Draughts (10 x 10 Board), are programmed based on the FMJD - World Draughts Federation Rules version. So the knowledge of the rules governing that version will be useful in whatever way you wish to use it.

We also welcome suggestions from well meaning users of this manual in case of omissions of any of the rules so that in subsequent editions, your suggested rule will be duly captured.

Publisher.

NOTE:

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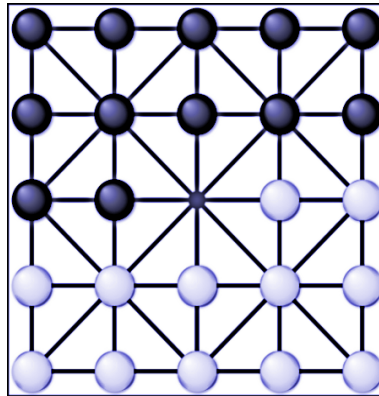
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TABLE OF CONTENT

	<u>PAGES</u>
HISTORY OF DRAUGHTS GAME	1
SOME VARIANTS OF DRAUGHTS GAME	2
(1.0) GENERAL RULES (INT'L DRAUGHTS) NIGERIAN VERSION	5
(2.0) SEED (PIECE) MOVEMENT	7
Ordinary Seed Movement	7
Ordinary Seed Capture	7
Multiple Capture Rules	8
Over Crown	9
Touch and Play	9
(3.0) THE CORONATION (OR PROMOTION) OF A SEED TO KING	10
Irregularities	10
King Movement & Capture	10
Forfeiture of your King (Crown) or (Seizure of the King)	11
(4.0) DRAW	11
(5.0) A WIN	12
(6.0) IRREGULARITIES	12
(7.0) FEATURES OF SPECIAL MATCHES/GAME	12
Handicap Match/Game	12
Crown, Crown Game	13
(8.0) PECULIAR RULES IN NIGERIA	13
(9.0) PECULIAR RULES IN GHANA	13
(10.0) DRAUGHTS GAME NOTATION	14
(11.0) THE DISTINCTION BETWEEN INTERNATIONAL DRAUGHTS— FMJD - WORLD DRAUGHTS FEDERATION VERSION AND THE INTERNATIONAL DRAUGHTS - NIGERIAN VERSION	15
REFERENCES	

HISTORY OF DRAUGHTS GAME

Draughts Game is a Mind Sport and a Table Game for Two Players that involves the use of Steps, Traps, Combinations, Formations and Strategies to subdue the opponent in order to win the game. Draughts as we know it today, had its origin from Alquerque games. According to Wikipedia, “Alquerque Game (also known as Qirkat) is a strategy board game that is thought to have originated in the Middle East. It is considered to be a parent of draughts (US and South Africa: Checkers)” According to the Guinness Book of World Records, the earliest form of Draughts was first played in Egypt in the second millennium B.C.



Alquerque Game (Qirkat)

The game was played as far back as 1500 BC and was exported from the Middle East to Athens and Rome. According to the philosopher Plato, the Greeks borrowed their board games from Egypt. Greek played the game in the 5th Century B.C. With the name “Five Lines Game”. The name is obvious when you count the lines of the board above.

The Ancient Romans also played the game under a different name “Twelve Pieces”, again an understandable name when you look at the diagram above.

In the 14th Century, the game was transferred to the Chess Board by a French draughts player who started to play draughts on the Chess Board. This new way of playing the game was met with approval, so much so that draughts on the Chequered Board was born.

The game is known as Draughts in United Kingdom and Checkers in the United States of America.

As years went by different rules were introduced into the game while some were abolished. All over the world, you will find various variants: In some African countries, the following variants are being played:

Tanzania	-	8 x 8 Board
Zambia	-	8 x 8 Board
Ghana	-	10 x 10 Board
Zaire	-	10 x 10 Board
Senegal	-	10 x 10 Board
Ivory Coast	-	10 x 10 Board
Cameroun	-	10 x 10 Board
South Africa	-	14 x 14 Board

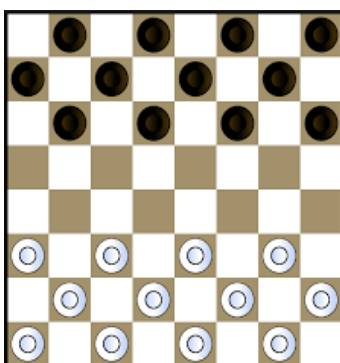
SOME VARIANTS OF DRAUGHTS GAME

Draughts Game has so many variants that is beyond the scope of this manual. However, we will briefly point out the few that we believe are most popular across the world.

The most popular forms according to Wikipedia are:

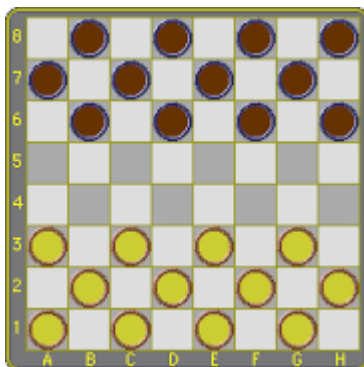
(1) English Draughts Checkers

This is also called American Checkers or Straight Checkers. It is played on an 8 x 8 Checkerboard (Draughts Board) with 12 pieces (seeds) per player.



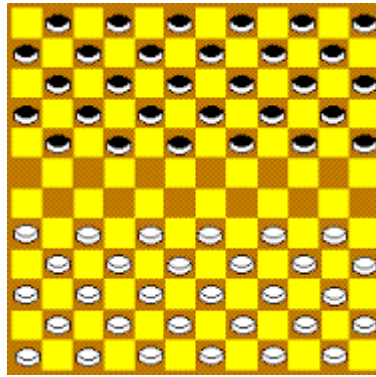
(2) Russian Draughts

This variant of Draughts is also known as Shashki or Russian Shashki. It is a variant that is played in Russian and some parts of Former USSR, as well as parts of Eastern Europe and Isreal. This variant is also played on a 8 x 8 Board.



(3) Canadian Checkers (Or Canadian Draughts)

The Canadian Checkers is a variant of Draughts that is one of the largest draughts games, played on a 12 x 12 draughts board (checker board) with 30 game pieces (seeds) per player. Due to its large size, the number of combinations is one of the far more expansive.

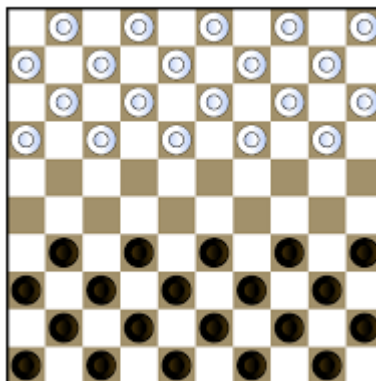


Canadian Draughts

And

(4) International Draughts

International Draughts which is also known by various names such as “Polish Draughts”, “International Checkers”, “10 x 10 Draughts” and “10 x 10 Checkers”. Even though the International Draughts is played on a 10 x 10 Draughts Board, there are different rules to the game as regards the positioning of the Board when playing and other differences such as the rules concerning multiple capture.

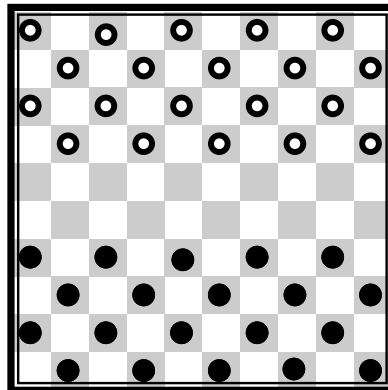


This manual is therefore aimed at presenting a very COMPREHENSIVE International Draughts Rules based Primarily on the **NIGERIAN VERSION** which is also played in some AFRICAN COUNTRIES like GHANA etc. So that players will be guided accordingly on the International Standard Rules governing the game.

This book is built on The Fédération Mondiale du Jeu de Dames (FMJD - World Draughts Federation) official rules for International Draughts but is specially fashioned to the **NIGERIAN VERSION** which is also played in OTHER AFRICAN COUNTRIES LIKE GHANA, etc.

It is a guide to the correct rules of the Nigeria/Ghana versions mentioned above to meet international standards but at the same time highlighting the uniqueness of the **NIGERIAN/GHANA VERSION** as also played in OTHER AFRICAN COUNTRIES. This will help players to know the rules they are applying correctly or otherwise based on international standards.

NOTE FIRST OF ALL THAT THE POSITIONING OF THE DRAUGHTS BOARD IS A BASIC DIFFERENCE TO THE OTHER VARIANT. THE CENTRAL LINE OR LONGEST DIAGONAL IS TO THE RIGHT OF BOTH PLAYERS.



**Nigerian Version Board
Positioning**

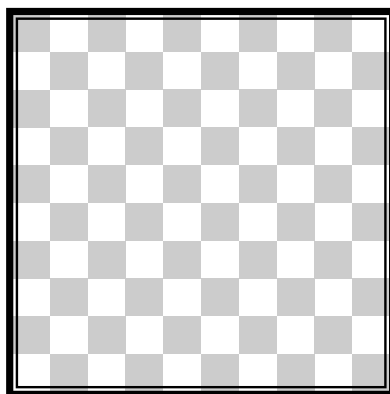
As we progress, we shall dedicate a section to highlight the comparison of the Polish Draughts (International Draughts) as played in other countries and compared it to the Nigerian Version Rules. This will no doubt help players who might want to try the other version or want to make a transition. This will also rely heavily on illustrations (Diagrams) to make the rules well understood without any ambiguity.

This manual will also be built on the Draughts Rules already highlighted in some of our earlier publications on Draughts Game namely: “Techniques of Draughts Game” and “Key Strategies of Draughts Game” but we will expand these rules with illustrations to make for easy understanding.

The game is known as Draughts in United Kingdom and Checkers in United States of America.

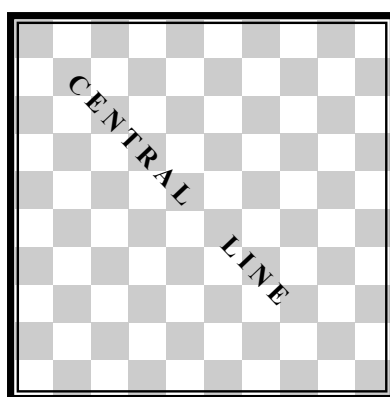
(1.0) GENERAL RULES INTERNATIONAL DRAUGHTS (NIGERIAN VERSION)

(1.1) International Draughts as played here in Nigeria and in some African Countries Like Ghana, etc. Is a table game for two players using 40 round or square pieces called “ Seed” (20 Seeds for each player) on a square board called “Draughts Board” or “Checker Board” which is divided into 100 equal squares, with 50 Black and 50 White Squares. (The Black and White Squares could also be in other colours). See Illustration 1 below.



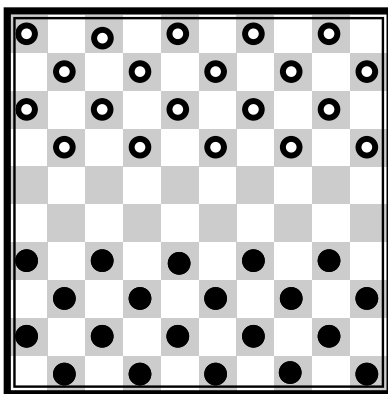
(1.2) This variant is also referred to as a 10 x 10 Board because vertically and horizontally, you have 10 x 10 squares. That is you have 5 Black and 5 White Squares horizontally and also have 5 Black and 5 White Squares vertically.

(1.3) The Draughts Board is positioned in such a way that the CENTRAL LINE or the LONGEST LINE OR DIAGONAL MUST be positioned on the RIGHT HAND SIDE OF BOTH PLAYERS. (See Illustration 2 Below). The CENTRAL LINE in most cases is painted with a RED COLOUR.

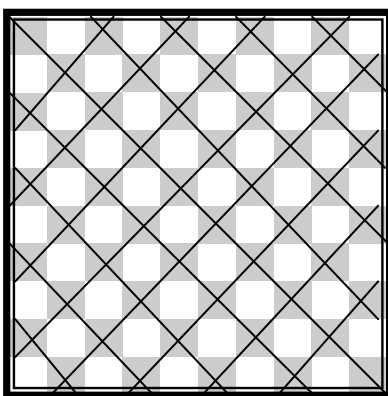


The Central Line is also known by other names e.g. The Longest Line or Longest Diagonal, and Single Corner.

(1.4) The game is played on the Dark squares of the Board using 40 Round or Square Pieces called “Seed” (20 Seeds for each player). So, the 50 Black Squares are active while the 50 White Squares are inactive. (See the Illustration on the next page).

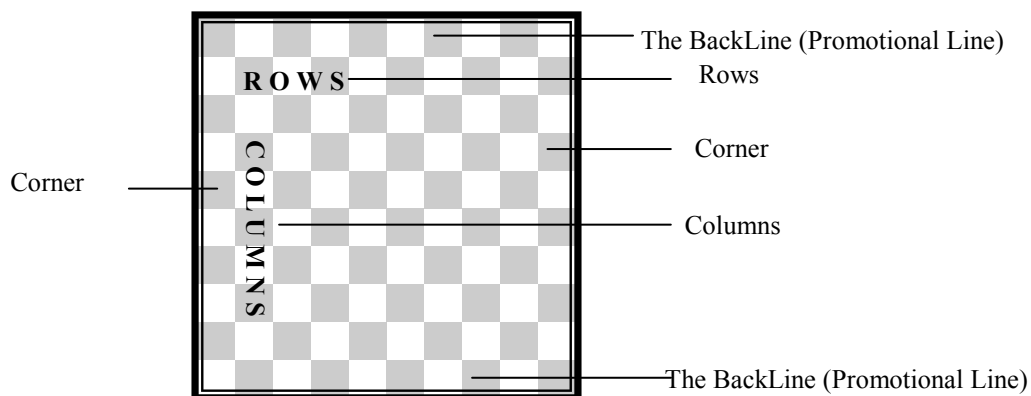


(1.5) The straight lines formed by the Dark, active squares are the Diagonals. So in total, there are 17 Diagonals on the “Draughts Board” (See Illustration below)



(1.6) The Features of the Draughts Board are as follows:

- (i) “The BackLines” are the promotional Lines which when reached, the seed (piece) is crowned “King”
- (ii) “The Corners” - These are the squares at the sides of the Board
- (iii) “Rows” - These are the Horizontal Lines with 5 Dark Squares.
- (iv) “Columns” - These are the Vertical Lines with also 5 Dark Squares.



(2.0). SEED (PIECE) MOVEMENT

The Piece used in playing is known or called by various names: Piece(s), Seed(s), Man (for a single piece, Men (for multiple pieces). These names are used interchangeably.

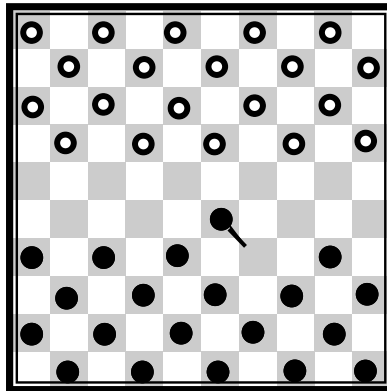
(2.1) THE FIRST MOVE OF A GAME COULD BE MADE BY EITHER PLAYER (IT IS NOT FIXED). Lots are drawn to determine which player is to start.

(2.2) A seed (piece) is either a Man or a King.

(2.3) A seed movement is called a “move” and it is different in ways of moving and “eating-up” (Capture) from that of a King.

(2.4) Ordinary Seed Movement

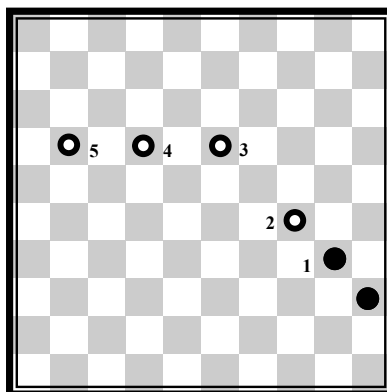
The Seed (piece) MOVES ONE STEP FORWARD (NEVER Backward) with each move (push) or (step) when playing forward over a diagonal towards an empty square of the next row.



(2.5) Ordinary Seed Capture (Eat-up)

Ordinary seed(s) can capture (eat-up) his opponent's seed(s) forward or backward. With an ordinary seed, you could eat-up your opponent's seeds by jumping his seeds one after the other in a step by step movement and finally end up in the last empty dark square when there are no more jumps to be made, and the player making the jump has released his hand from the seed.

All the jumped pieces (seeds) of your opponent MUST be taken off the Board. This is what is called “eat-up” “capture” of a seed.



The eat-up is considered finished when you stop making the jump, and when all the opponent's captured pieces (seeds) have been removed from the Board.

NOTE

It is obligatory to make the move and take the captured pieces from the board with one and the same hand. **Using two hands for making the move and taking the captured seed(s) is incorrect.**

MULTIPLE CAPTURE RULE

- (2.6) When your seed jump two or more of your opponent's seed as the previous diagram shows, it is called "Multiple Capture".
- (2.7) In the course of a Multiple Capture, it is forbidden to jump over your own seed(s).
- (2.8) In the course of a Multiple Capture, it is permitted to pass over the same empty square more than once, but it is forbidden to pass over the same piece (seed) of the opponent more than once.
- (2.9) When a player has two (Multiple) places to capture (eat-up) during playing, **THE PLAYER AS A RULE IS FREE TO CAPTURE TO ANY PLACE HE SO DESIRE.** The capture of the largest number of pieces (seeds) is NOT OBLIGATORY.

In the application of this rule, the KING has no priority or obligation.

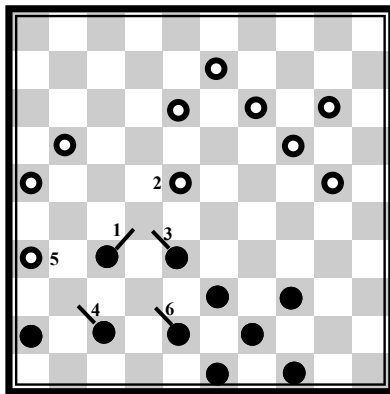


DIAGRAM 1

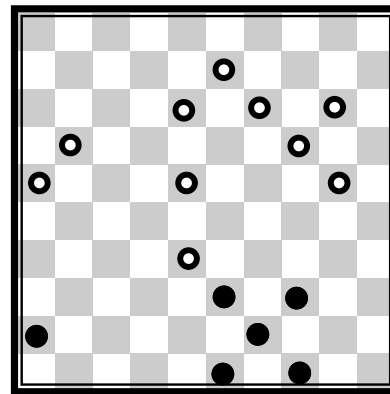
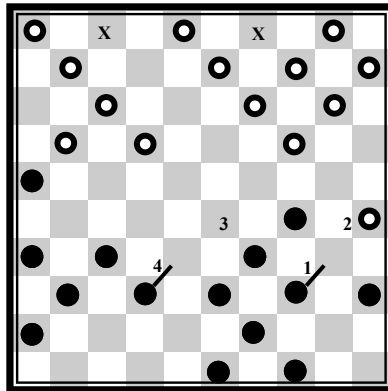


DIAGRAM 2

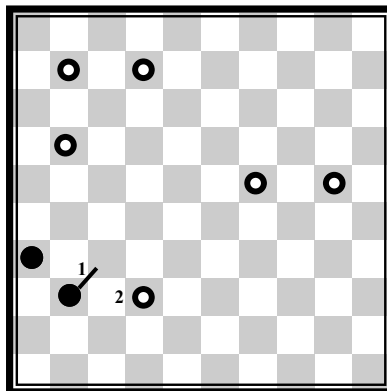
Using Diagram 2 of the Illustration 2.9: In this case the player with the Black Seed can capture to any place he so wish. **MAJORITY CAPTURE IS NOT OBLIGATORY.**

- (2.10) It the player has a choice of eating-up to two places with equal number of seeds, he is free to capture to wherever he likes.



(2.11) **OVER-CROWN**

This is a situation whereby during the process of a Multiple Capture or Multiple eat-up of seeds to pass your opponent's backline (promotion line) without stopping there directly, but ends on another row. That seed used still remains a piece (seed) (man) at the end of the capture.



(2.12) **TOUCH AND PLAY**

A player whose turn it is to play and touches one of his playable seed, **MUST AS A RULE** play the seed, provided however it is a legal move.

- (2.13) The player whose turn it is to play, and wishes to place his seed(s) or that of his oppo nent more neatly on the squares, has to announce beforehand and clearly to his oppo nent stating that **“I WANT TO ADJUST THE SEED(S)”**

- (2.14) **IT IS INCORRECT** when a player who does not have the turn to move, touches or ad just one or more of his men or that of his opponent.

(3.0). THE CORONATION (OR PROMOTION) OF A SEED TO KING

When a Seed (Piece) succeeds in reaching the Backline of its opponent (or the Promotion Line), it is crowned a “King” by placing an already captured seed (piece) on top of the seed that has reached the Backline. This is to distinguish a King from an ordinary Seed.

In other words, when a Seed reaches the Promotion Line (Backline) that seed is promoted from a Seed to a King by crowning it with an already captured seed of the same colour.

In the Course of playing, the word “King” or “Crown” are used interchangeably but in actual fact, the process of putting another seed on top of the seed that has reached the backline (promotion line) is called “Crowning of the King”.

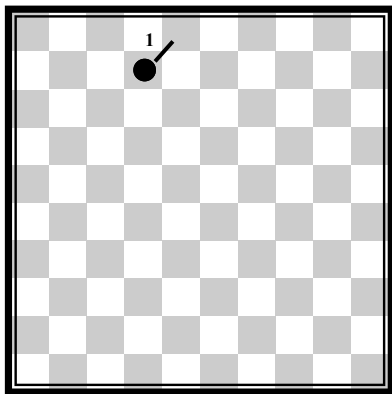


DIAGRAM 1

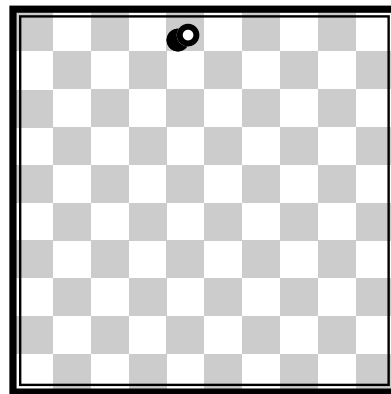




DIAGRAM 2

Note: In this book, the Black Crown is represented thus: 
While the White Crown is represented thus: 

IRREGULARITIES

(3.1) A seed promoted to King stays a King even if it is not crowned. The King can be crowned at a later time.

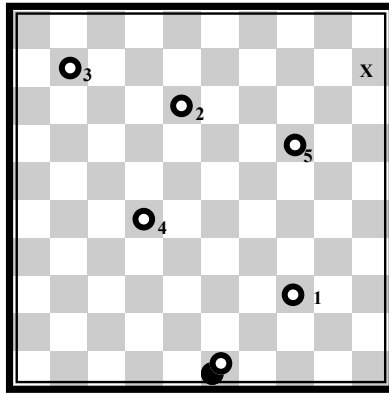
(3.2) Not crowning a seed that is promoted King is considered an irregular move.

(3.3) Playing with a King which is not yet crowned is an irregular move.

(3.4) KING MOVEMENT & CAPTURE

King moves any number of step forward or backward (diagonally) during playing, and when eating (capture) provided that the place it wants to go is a straight line (diagonal) with the previous place it stood in a flying fashion. Whenever a King (crown), during a capture, meets, either on the same diagonal or on one of the perpendicular diagonal, a seed of the opponent behind which are one or more empty squares, he is obliged to pass over that second piece, if needed turning a corner towards the seed that can be eaten-up, even a third etc, the king will finally stop behind any empty space he so desire of the last seed captured on the same diagonal

See the next diagram for an example of how a King could capture in a Flying fashion. Hence it is called a “Flying King” or “Long King”.



With a King (Crown) you could eat-up your opponent's seed by "Flying" his seeds one after the other in a flying movement. In the diagram above, you could eat seeds number 1, 2, 3, 4 & 5 to position x. This is why the King is sometimes described as a "Flying King".

**(3.5) FORFEITURE OF YOUR KING (CROWN)
OR (SEIZURE OF THE KING)**

As a rule, if your King is to capture a seed and you did not see it, your opponent will seize your King (crown). (This is the Huff or Huffing Rule).

Note: The Huffing Rule can also be applied on an ordinary Seed when both players agree to this at the beginning of the game.

(4.0). DRAW

A game will be declared a Draw, if any of these situation occur during a game:

(4.1) If there are One King and Two ordinary seeds **AGAINST** The opponent's One King, it is a draw. In other words, (1 King + 2 Seeds **VERSUS** 1 King).

(4.2) If there are Two Kings and One Seed **AGAINST** the opponent's One King, it is a draw. In other words, (2 Kings + 1 Seed **VERSUS** 1 King).

(4.3) If there are Three Kings **AGAINST** the opponent's One King, it is a draw. In other words, (3 Kings **VERSUS** 1 King)

(4.4) From the above, therefore, it is a draw game if you have any of the following situations in a game:
(2 Kings **VERSUS** 1 King)

(1 King + 1 Seed **VERSUS** 1 King)

(1 King **VERSUS** 1 King)

(4.5) In a situation where you are not able to finish eating-up your opponent's seed, the game will be declared a draw.

(4.6) The game will be declared a draw when both players agree to a draw by mutual agreement.

(5.0). A WIN

A win is declared in situations when:

- (5.1) You are able to finish the seeds (pieces) of the opponent.
- (5.2) In **BLOCKING GAMES**, when it is the turn of a player to make a move but he cannot move his seed because the games are all blocked. The other player is declared the winner.
- (5.3) A player resigns with or without any reason.
- (5.4) It is winning game when you have the following situations:
 - (1 King + 3 Seeds **VERSUS** 1 King)
 - (2 Kings + 2 Seeds **VERSUS** 1 King)
 - (3 Kings + 1 Seed **VERSUS** 1 King)
 - (4 Kings **VERSUS** 1 King) etc. **NOTE: The 1 King player could also have other seed.**

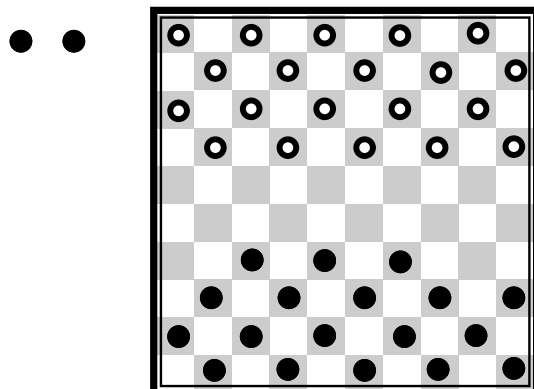
(6.0). IRREGULARITIES

- (6.1) When it is discovered that the board is positioned in a wrong position, contrary to article 1.3.
- (6.2) When a player have made his move with his seed and decided to take back the seed.
- (6.3) When a player has touched a seed and then moving another one.
- (6.4) Taking more or less than the seeds actually jumped (captured) during playing.
- (6.5) Playing two moves consecutively.

(7.0). FEATURES OF SPECIAL MATCHES/GAME

(7.1) HANDICAP MATCH

An handicap match is a game between two players with unequal strength. In this match, the strongest player will give one or more seed(s) to the opponent before they start.

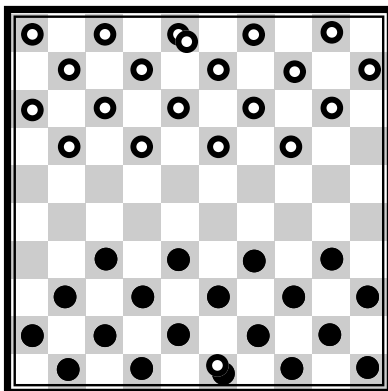


In this situation, the Stronger player (Black) is playing with Short Two.

(7.2) CROWN, CROWN GAME

This is a match whereby before the start of a game, both players will use one of their seed to crown another of their seed at any position on the backline to get a King before both players start the game.

(7.3.) Following from 7.2 above, a stronger player could start the game without crowning his seed but allowing the opponent to crown his seed at any position of the Backline. The various games in this situation are based on the perceived strength of the weaker player by the stronger player.



Other game situations could be:

1 King + 18 Seeds **VERSUS** 1 King + 18 Seeds

1 King + 18 Seeds **VERSUS** 20 Seeds etc.

(8.0) PECULIAR RULE IN NIGERIA

(8.1) If you are able to win three games that will be called one (1) “Board” or (1 Set). So to win a Board or Set, the game might be 3 - 0, 3 - 1, or 3 - 2.

When playing, you might have up to two Boards which is “Six Games” or you might have three Boards which is “Nine Games” etc.

(9.0) PECULIAR RULE IN GHANA

(9.1) It is referred to as Damii, The King is sometimes called Nkorçma, The Men (mma).

(9.2) The Huffing Rule is enforced which is (The seizure of your seed or King is enforced i.e. When you are to use them to capture but you did not see it).

(9.3) You lose if left with a single piece (Man (piece) or King).

(10.0) DRAUGHTS GAME NOTATION

Even though it is not customary to use the draughts numbered board in our various game situations in recording our positions, it is necessary to include it here for those who will like to use it in recording their moves.

In our previous publication titled “The Key Strategies of Draughts Game” we employed the use of Draughts numbered board in representing the various moves of both players. We are going to draw some explanations from the book on draughts notations.

The Numbered Board as used all over the world refers to when the numbers used in describing the movements of the seeds in a game.

All the numbers are made on the dark squares inside the draughts board. One major point is that though this is the numbered board as used all over the world, authors will not include this numbers in their diagrams when describing the way(s) the seeds move.

(10.1) The numbers on the dark (active) squares are numbered from 1 to 50.

1		2		3		4		5	
	6		7		8		9		10
11		12		13		14		15	
	16		17		18		19		20
21		22		23		24		25	
	26		27		28		29		30
31		32		33		34		35	
	36		37		38		39		40
41		42		43		44		45	
	46		47		48		49		50

(10.2) The Backline (The promotion line) are numbered from 1 to 5 and 46 to 50.

(10.3) The corner squares are numbered 1, 11, 21, 31, and 41 to the left and numbered 10, 20, 30, 40 and 50 to the right.

(10.4) The 10 squares of the central line are numbered: 1, 6, 12, 17, 23, 28, 34, 39, 45 and 50.

(10.5) The seeds for the game are positioned on the dark squares from numbers 1 to 20 and 31 to 50.

(10.6) CONVENTIONAL SIGNS

“-” represent movement: In reading the notations, readers will come across numbers which are written thus: For example 28 - 24 etc. This should be interpreted to mean “moving or playing seed 28 to position 24”. (This might include giving your opponent the seed to capture or “eat-up”). Another way to state this is “From 28 to 24”.

(10.7) “x” represent capture: When the number is written for example: 33 x 2 etc this should be interpreted to mean “seed number 33 will capture or “eat-up” to position 2”.

(10.8) “?” represent weak move

(10.9) “!” represent strong move

(10.10) “+” represent a win

(10.11) “=“ represent a draw.

(11.0) **THE DISTINCTION BETWEEN INTERNATIONAL DRAUGHTS— FMJD - WORLD DRAUGHTS FEDERATION VERSION AND THE INTERNATIONAL DRAUGHTS—NIGERIAN VERSION**

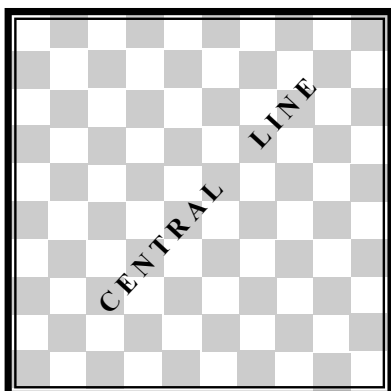
Please note that the Nigerian version is also International Draughts (10 x 10 Board). In this section, we just want to draw a comparison with the other variant as played in The Fédération Mondiale du jeu de Dames (FMJD - World Draughts Federation) for the benefit of those players that might want to try their hands on the other variant or might want to make a transition.

It is also extremely beneficial, considering the fact that majority of the Draughts Game programmes on the internet that you download which are freeware on International Draughts (10 x 10 Board) are programmed based on the FMJD - World Draughts Federation version. So the knowledge of the rules governing that version will be useful in whatever way you wish to use it.

INTERNATIONAL DRAUGHTS - FMJD—WORLD DRAUGHTS FEDERATION VERSION

(1) POSITION OF THE CENTRAL LINE

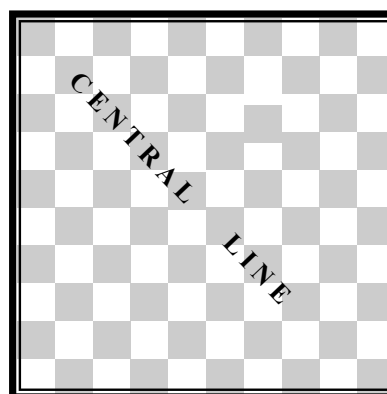
Here, the **CENTRAL LINE** is to the left of both players. See the diagram below



INTERNATIONAL DRAUGHTS - NIGERIAN VERSION

(1) POSITION OF THE CENTRAL LINE

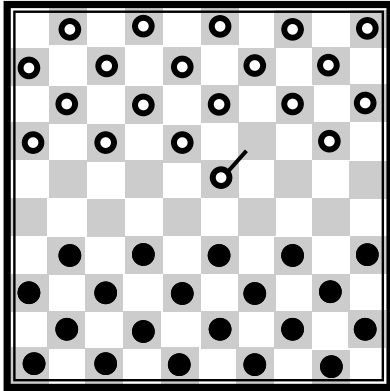
Here, the **CENTRAL LINE** is to the right of both players. See the diagram below.



This Board is also known as the “**Mirrored Board**” because the positioning of the board when playing, the bottom left square is white NOT Black.

FMJD—WORLD DRAUGHTS FEDERATION VERSION

- (2) **THE PLAYER WITH THE WHITE SEED ALWAYS MOVES FIRST (LIGHT SEED (PIECE) STARTS THE GAME.**



- (* Player with the lighter seed **ALWAYS** moves first.

- (3) **RULES IN RESPECT OF MULTIPLE CAPTURE**

In a situation whereby a player has two (multiple) places to eat-up (capture) during playing, **IT IS OBLIGATORY THAT HE MUST CAPTURE THE PLACE THAT HAS THE LARGEST NUMBER OF SEEDS (PIECES).**

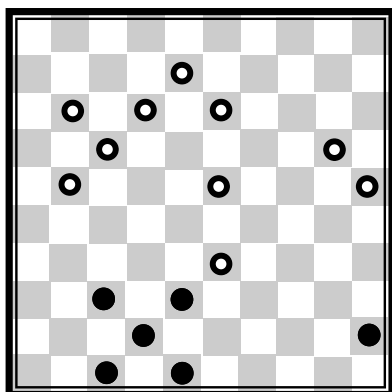
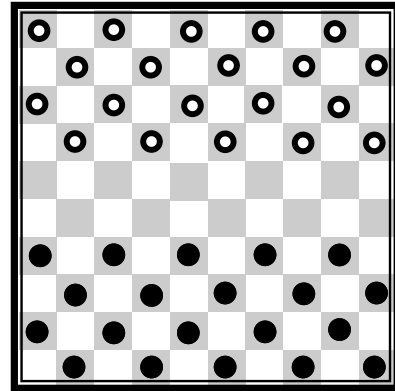


Diagram 1

In this situation, Black **MUST** capture the side with more seeds.

INT'L DRAUGHTS - NIGERIAN VERSION

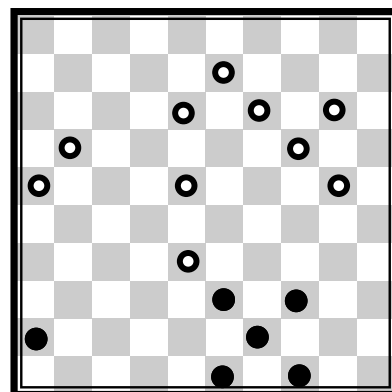
- (2) **THIS IS NOT FIXED. ANY PLAYER CAN START THE GAME.**



- (* Any player moves first. Lots are drawn to determine who to start.

- (3) **RULES IN RESPECT OF MULTIPLE CAPTURES**

When a player has two (Multiple) places to capture (eat-up) during playing, **THE PLAYER AS A RULE CAN CAPTURE TO ANY PLACE HE SO DESIRE.** The Capture of the Largest number of pieces (seeds) is **NOT OBLIGATORY.**



In situations like this, black could eat-up to any place of his choice. He could capture the three seeds side in order to get to King quickly.

We will use the same game situations to illustrate what is possible with each variant.

EXAMPLE 1

FMJD– WORLD DRAUGHTS FEDERATION VERSION

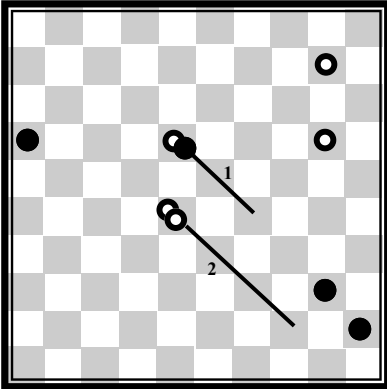


Diagram 1

Here, using Diagram 1, The Black King moved #1 in an attempt to capture White’s two seeds. Due to the multiple capture rule, White played his Crown to position #2.

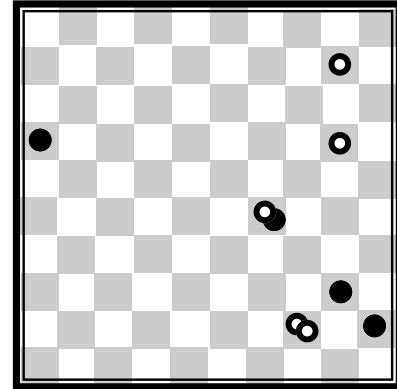


Diagram 2

Using diagram 2, due to the fact that the rule in this variant makes it mandatory for you to capture the place with the largest number of seeds, when there are two (multiple) places to capture, the game will be a draw because Black King will capture the two White seeds, while White King will capture Black’s single seed. NOTE: BLACK SEED CANNOT CAPTURE WHITE’S KING.

Using, the same scenario above, let us use the same game above to see what will play out in the Nigerian Version

EXAMPLE 1

INT’L DRAUGHTS NIGERIAN VERSION

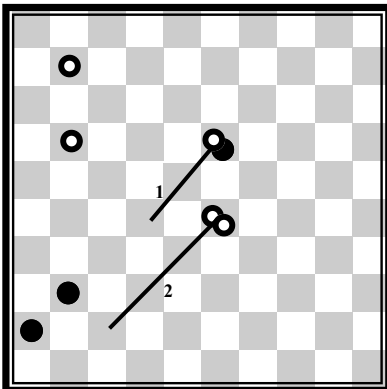


Diagram 1

Here, the Black King moved #1 in an attempt to capture White’s two seeds. In this Nigerian variant, White’s King cannot move to #2 because of Black’s freedom to capture anywhere he likes. If White King therefore move to position 2, as in the case of the FMJD variant, (See Diagram 2).

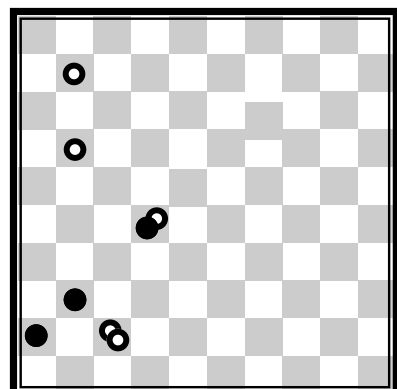


Diagram 2

Using Diagram 2, In the Nigerian variant above, Black will first of all use his ordinary seed to capture White’s King to win the game.

Let us use another example to see how the same scenario works in the two variants

EXAMPLE 2

FMJD - WORLD DRAUGHTS FEDERATION VERSION

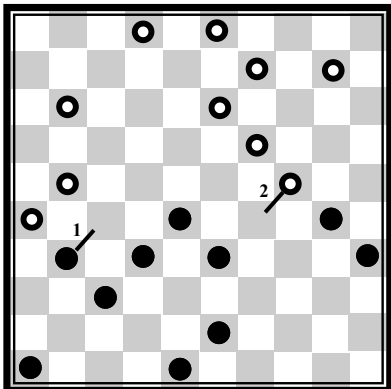


Diagram 1

Diagram 1, Here, when Black seed move #1, White moves with #2. See the next diagram to see the outcome in this variant.

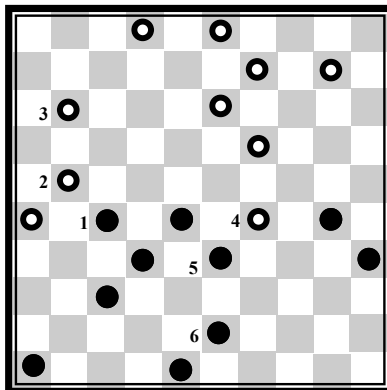


Diagram 2

Here, due to the multiple capture rule, Black **MUST** capture the two seeds side. So Black will use #1 to eat-up #2 and #3 for White's ordinary seed #4 to capture #5 & #6 to enter King.

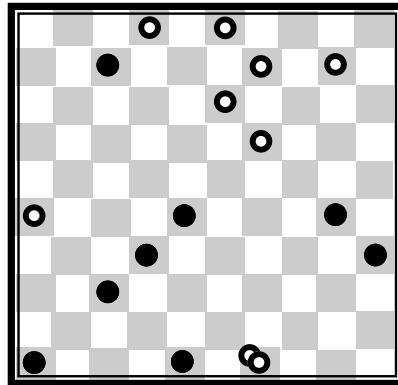


Diagram 3

In this variant, White will capture to King. As the above diagram shows.

Let us play out example 2 above in the Nigerian version and see what happens.

EXAMPLE 2

INT'L DRAUGHTS NIGERIAN VERSION

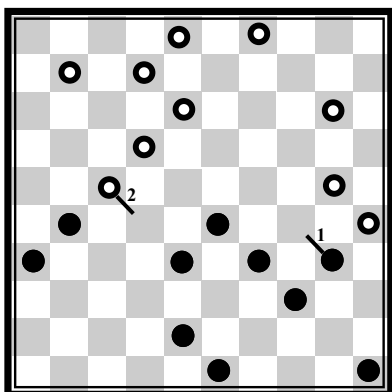


Diagram 1

In the Nigerian variant, using the same game above, White cannot move #2 because it will result in short one against him. Black will first of all capture White's #2 Seed to short him one.

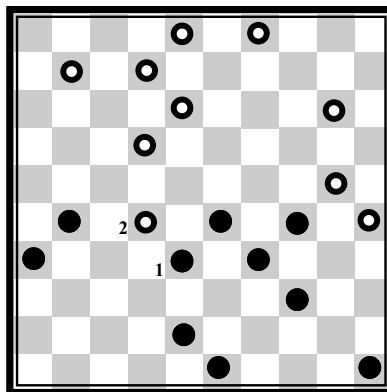


Diagram 2

Here, Black's seed at #1 will capture White's #2 seed (piece) when he makes that move.

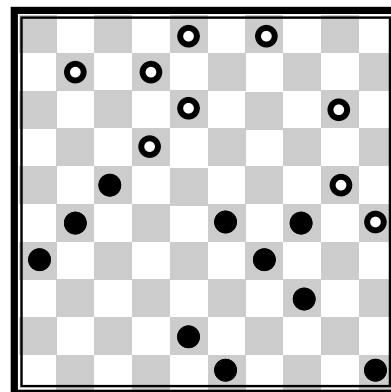


Diagram 3

It will be short one against the player with the white seed if he attempts the FMJD rule in the Nigerian version.

THE FOLLOWING EXAMPLES WILL BE SELF EXPLANATORY

EXAMPLE 3

FMJD—WORLD DRAUGHTS FEDERATION VERSION

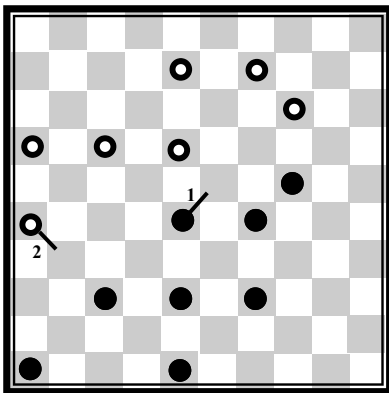


Diagram 1

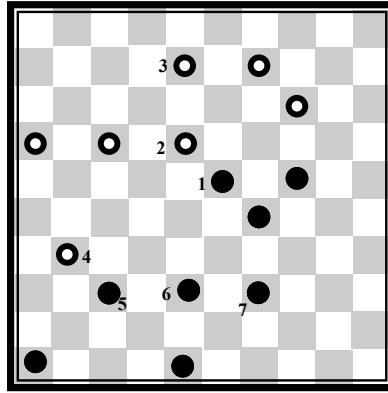


Diagram 2

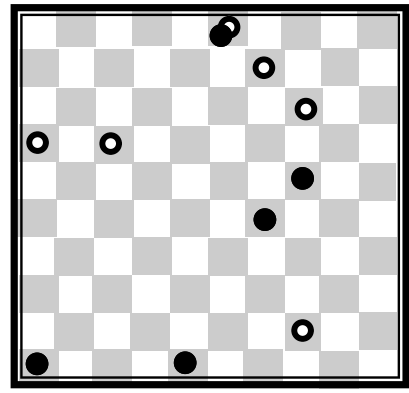


Diagram 3

EXAMPLE 3

INT'L DRAUGHTS - NIGERIAN VERSION

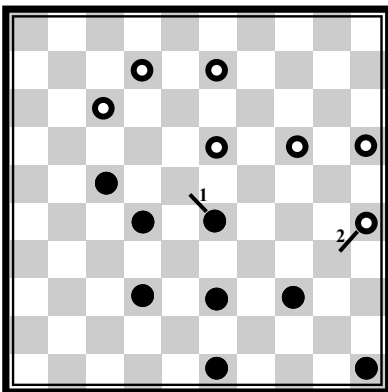


Diagram 1

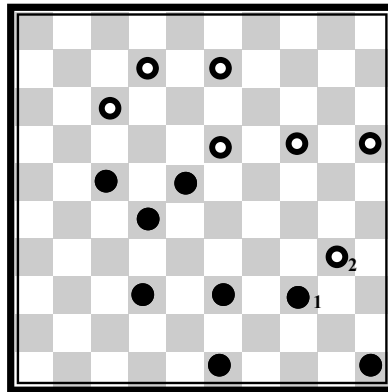


Diagram 2

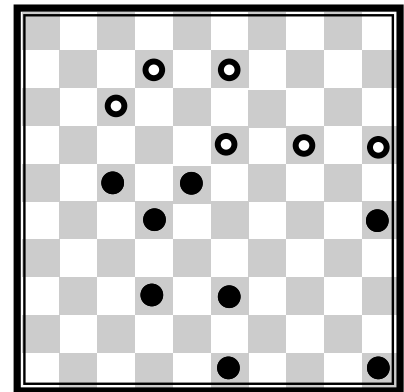


Diagram 3

EXAMPLE 4 - FMJD - WORLD DRAUGHTS FEDERATION VERSION

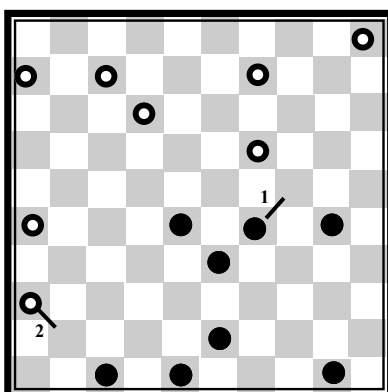


Diagram 1

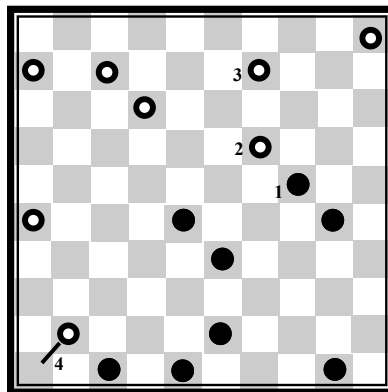


Diagram 2

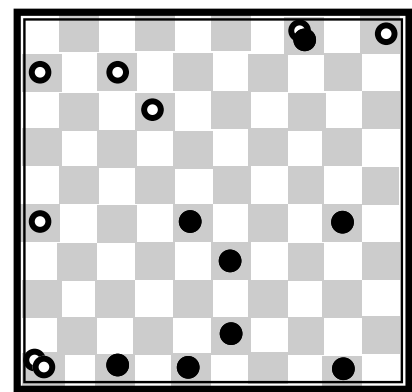


Diagram 3

EXAMPLE 4

INT'L DRAUGHTS - NIGERIAN VERSION

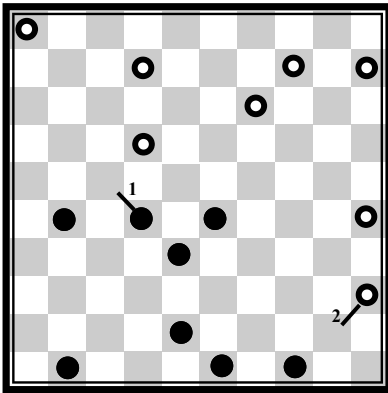


Diagram 1 #2?

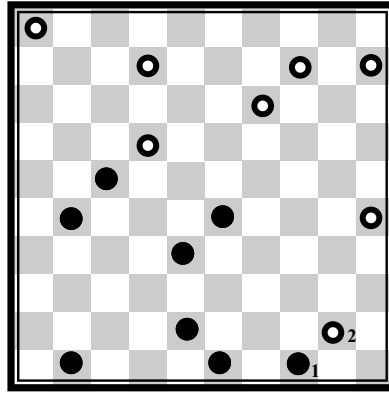


Diagram 2

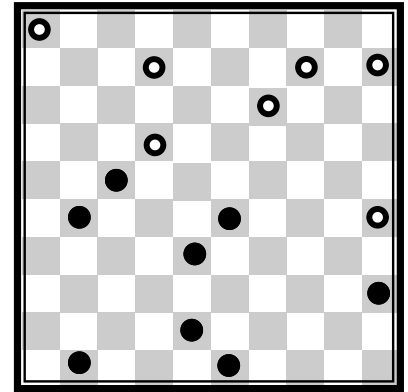


Diagram 3

EXAMPLE 5

FMJD - WORLD DRAUGHTS FEDERATION VERSION



Diagram 1

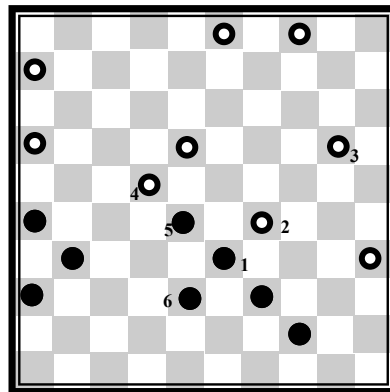


Diagram 2 As a rule Black must capture the side with more seeds

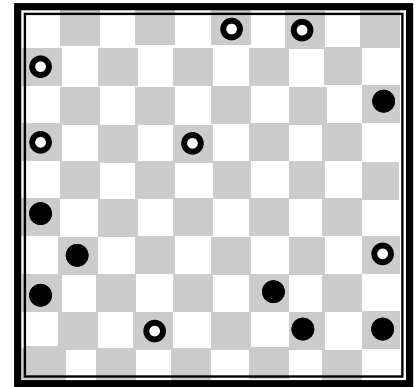


Diagram 3

EXAMPLE 5 - INT'L DRAUGHTS NIGERIAN VERSION

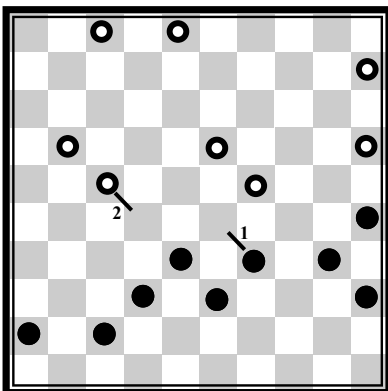


Diagram 1

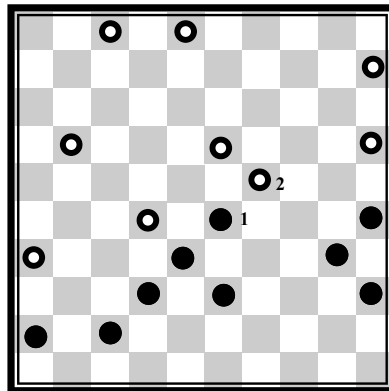


Diagram 2

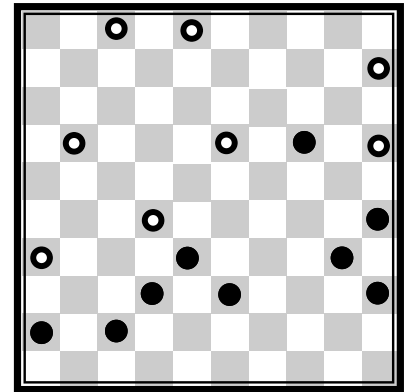


Diagram 3

Here, white seed cannot play #2 because of free choice rule.

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Mozimo, K. (2010), The Key Strategies of Draughts Game, Lagos, Drafts Techniques Company.

NOTE: At the time of writing this manual, the sites mentioned above were functional.