

# **A Guide to Checkers Families and Rules**

**Prepared by Sultan Ratrout**

**sultan\_ratrout@yahoo.com**

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## Introduction

**Checkers/Draughts is a traditional board game played in many countries. To play the game, one needs a chess board and pieces traditionally called men. Now, to play the game, we must go over the most important questions**

**[1] What board size should the player use?** Depending on the checkers variant, it may be 8\*8 , 10\*10 or 12\*12 or even 14\*14.

**[2] What colour is the bottom left square?** The colour depends on the checkers variant. It may be black or light

**[3] How many men should the player use?** The number of men depends on the checkers variant and the size of the board. For example, 8\*8 > 12 men, 10\*10 > 20 men, 12\*12 > 30 men. At the beginning, the number of men is equal for both players.

**[4] Where should the player locate the men?** Usually playing is on the dark squares though some still play on light squares.

**[5] Who should start the game?** The checkers variant determines who starts the game. Sometimes, the players determine that.

**[6] Where should the player move the men?** The movement depends on the checkers variant. Usually, the men move diagonally forward in the same colour of the squares. In some variants, the men move orthogonally forward or sideways.

**[7] Is the player forced to capture the other men?** Capture is mandatory and one is forced to capture the opponent's men

**[8] How does the player capture?** Capturing is made by "jumping" – moving two consecutive steps in the same line, jumping over the piece on the first step. Multiple opposing pieces may be captured in a single turn if done by successive jumps made by a single piece

**[9] How many pieces is the player allowed to capture?** It depends on the checkers variant. Some allow maximum capture of the opponent's pieces. For example, if there is a chance to choose between capturing 10 or 8 men, you must capture 10 men.

Other variants, don't force you to capture the maximum number of the opponent's men. You can choose any capture sequence. If we go back again to our example of 10 and 8 men, any sequence of capture here means you will choose either 10 or 8 men.

**[10] In which direction can the player's men move?** The movement depends on the checkers variant. Usually, the men move diagonally forward on the same colour of the squares. In some variants, the men move orthogonally forward or sideways.

**[11] In which direction can the player capture the opponent's men?** The movement depends on the checkers variant.

Usually, men capture diagonally forward on the same colour of the squares. Some variants allow capturing backwards or orthogonal

**[12] How can the player remove the captured men?** Usually in diagonal games, men are removed after the whole capturing move whereas in orthogonal games, men are removed during the capture. There few exceptions of course as in Thai checkers.

**[13] Can capture continue in the last rank?** Depending on the checkers variant, there are three possibilities.

**[A]** Capture terminates and a man becomes a king. **[B]** Capture continues and a man remains a man

**[C]** Capture continues with a man becoming a king

**[14] What happens when the man reaches the final rank?** Usually, the man is crowned and it becomes a king. It has more privileges than the ordinary man. For example, it can move and capture forwards, backward and even orthogonally.

**[15] What are the types of Kings?** Kings can be of three types. **[A] Non-flying kings (Short kings).** Here, kings move only one square forward or backward. They capture also one square forward or backward. **[B] Flying Kings** move any number of squares diagonally/orthogonally forwards or backwards. After the completion of the capturing, Kings can land on any field behind the captured piece. **[C] Short Flying Kings (King Halt):-** Here, Kings move any number of squares diagonally/orthogonally forwards or backwards. After the completion of the capturing, the king must land directly behind the captured piece.

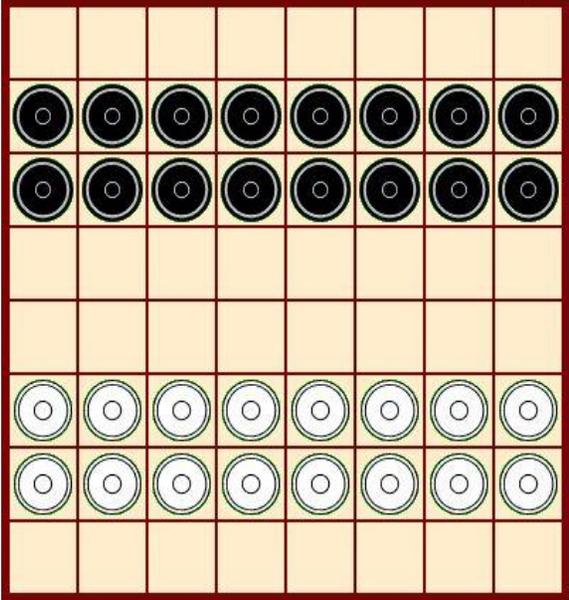
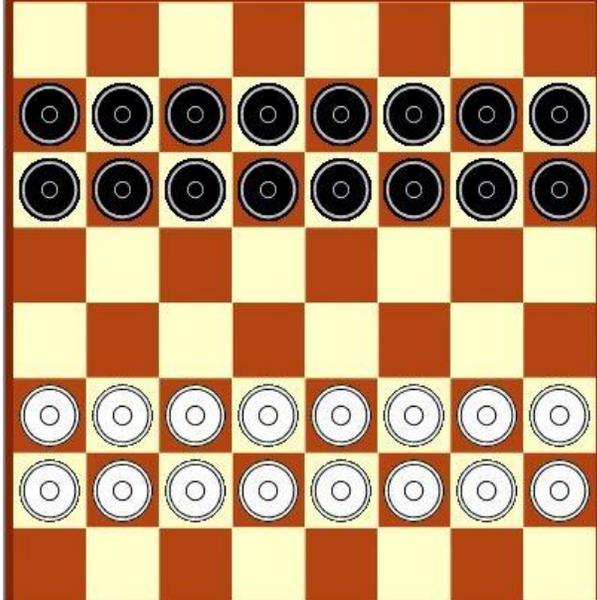
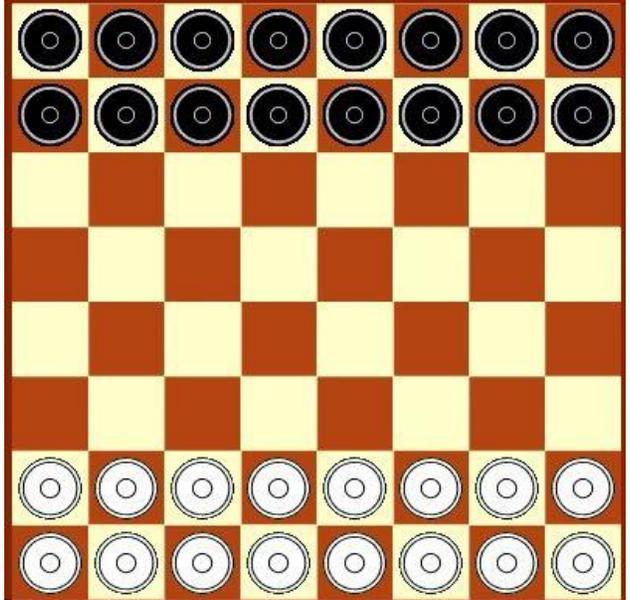
**[16] When does the player win?** A player wins if the opponent has no legal move, either because **[a]**all his pieces are captured OR **[b]** he is completely blocked. OR **[c]** he resigns. There are also special winning conditions for some draughts variants.

**[17] What about draw conditions? [a]** If a player offers a draw and if the other side accepts, then the game is a draw.

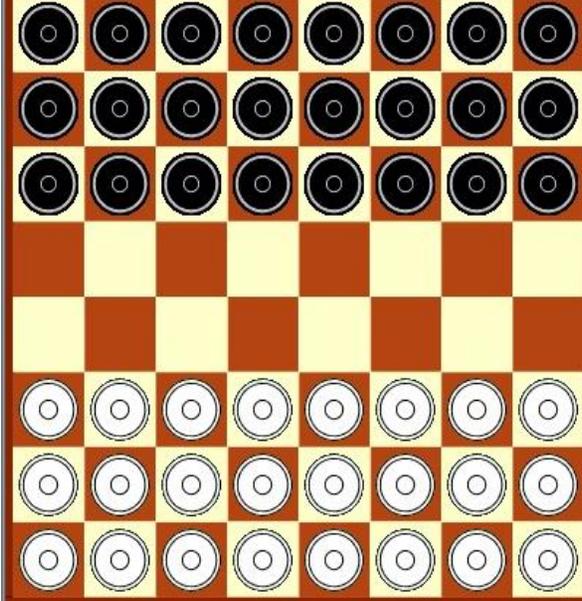
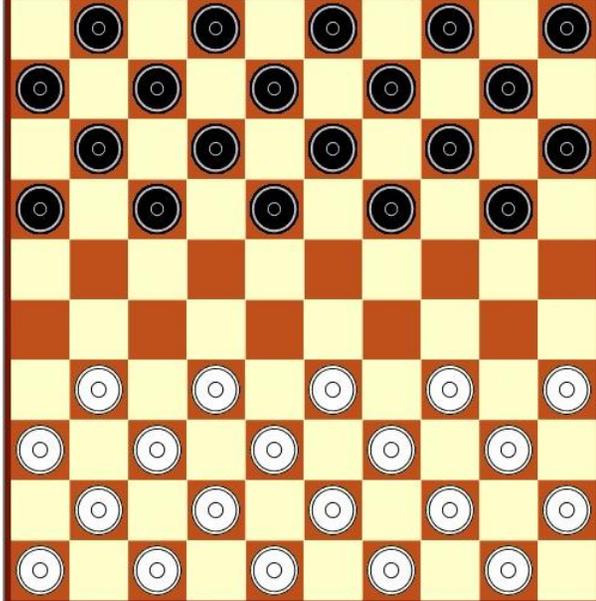
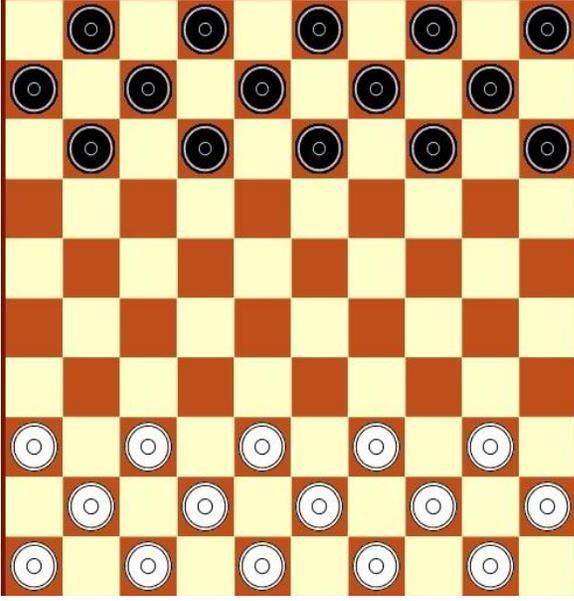
**[b]** If both players are left with only one piece and if that piece is a king, then the game is a draw since the game can go on indefinitely. **[c]** There are special draw conditions for some draughts variants either determined locally or by draughts federations. Wikipedia has also draw conditions for many draughts variants.

# (I) Checkers Starting Positions

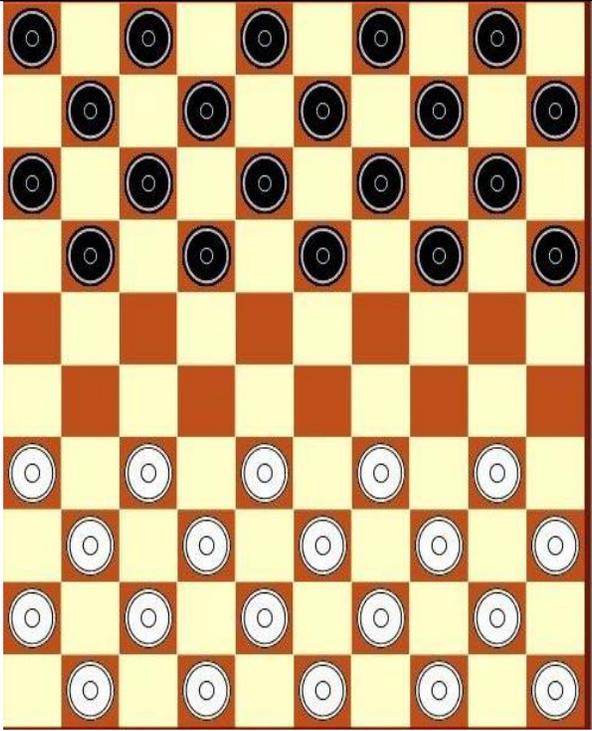
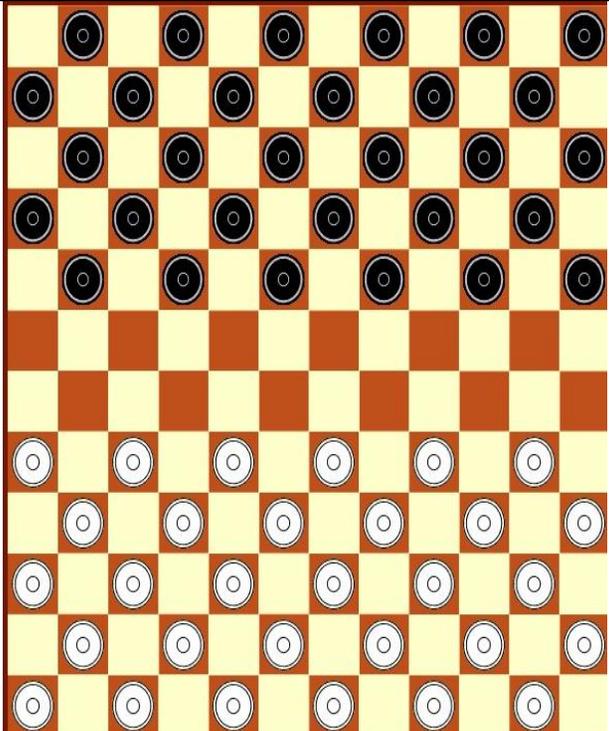
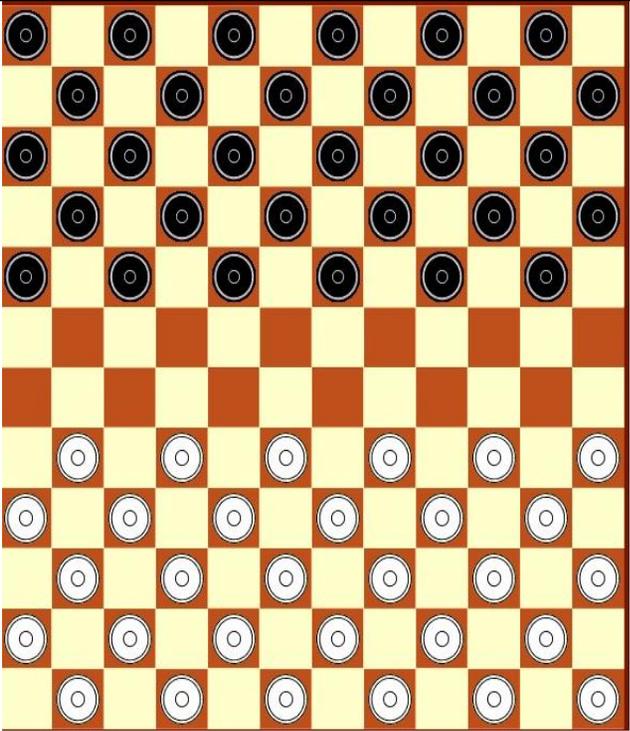
## Checkers games starting positions (A)

<b>Turkish, Arab, Greek, Adigha, Ossetian Keny, Armenian, Turkthic (Actual Board)</b>	<b>Turkish, Arab, Greek, Adigha, Ossetian Keny, Armenian and Turkthic (Alternative Board)</b>	<b>Gothic= Old German, Old Turkish (second row pieces move two steps forward like chess)</b>
<b>8*8</b>	<b>8*8</b>	<b>8*8</b>
		
<b>White starts</b>	<b>White starts</b>	<b>White starts</b>

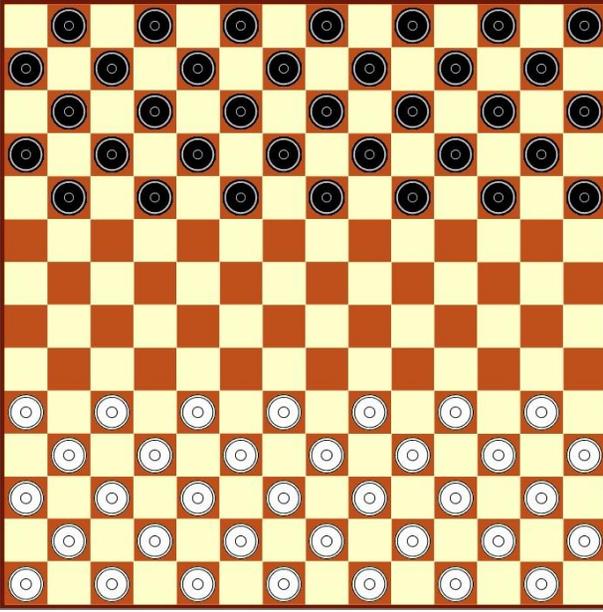
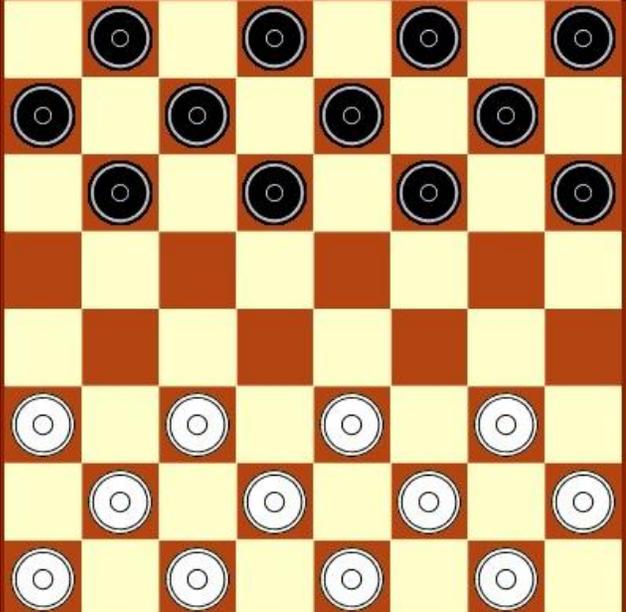
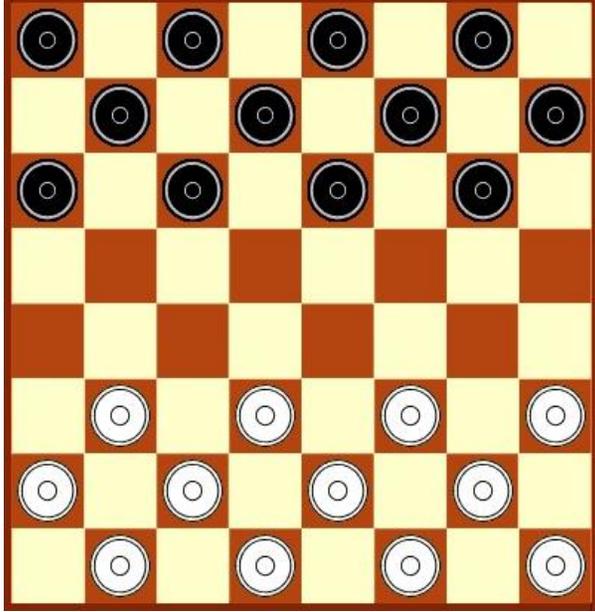
## Checkers games starting positions (B)

<p><b>Croda, Universal Checkers</b></p>	<p><b>International, Frisian, Indonesian Laotian</b></p>	<p><b>Old Polish and in some Scandinavian and German game books and Michaelsen's reconstruction</b></p>
<p><b>8*8</b></p>	<p><b>10*10</b></p>	<p><b>10*10</b></p>
		
<p><b>White starts</b></p>	<p><b>White starts</b></p>	<p><b>White starts</b></p>

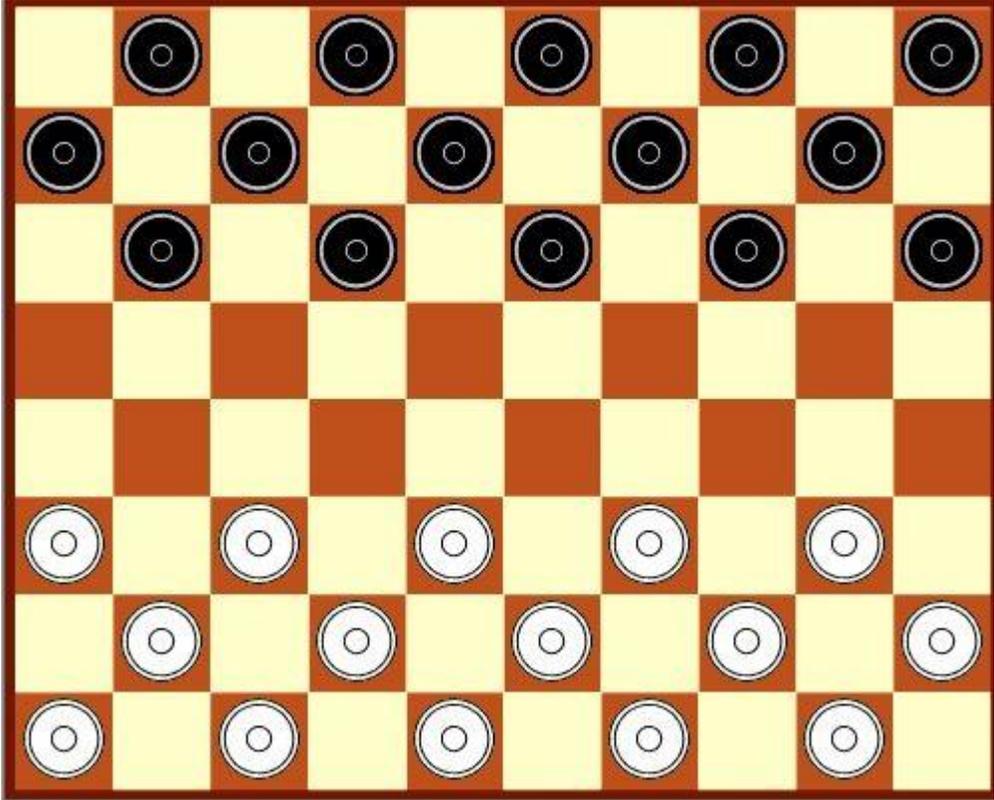
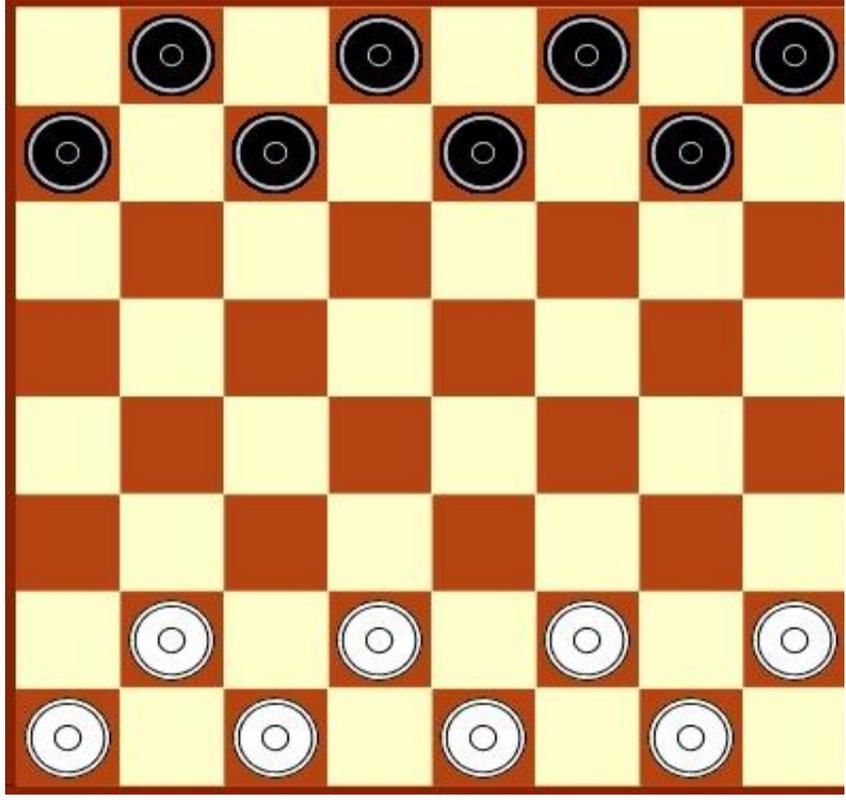
## Checkers games starting positions (C)

Ivorian , Paraguayan, Ghanian Winther's reconstruction of Makvar and Marquere	Canadian , Malaysian /Singaporean,	Sri Lankan
<b>10*10</b>	<b>12*12</b>	<b>12*12</b>
 <p>A 10x10 checkers board with a brown and yellow checkerboard pattern. The board is divided into two 5x5 quadrants. The top half (rows 1-5) contains 20 black pieces on the dark squares. The bottom half (rows 6-10) contains 20 white pieces on the light squares. The pieces are arranged in a standard starting position for a 10x10 game.</p>	 <p>A 12x12 checkers board with a brown and yellow checkerboard pattern. The board is divided into two 6x6 quadrants. The top half (rows 1-6) contains 24 black pieces on the dark squares. The bottom half (rows 7-12) contains 24 white pieces on the light squares. The pieces are arranged in a standard starting position for a 12x12 game.</p>	 <p>A 12x12 checkers board with a brown and yellow checkerboard pattern. The board is divided into two 6x6 quadrants. The top half (rows 1-6) contains 24 black pieces on the dark squares. The bottom half (rows 7-12) contains 24 white pieces on the light squares. The pieces are arranged in a standard starting position for a 12x12 game.</p>
<b>White starts</b>	<b>White starts</b>	<b>White starts</b>

## Checkers games starting positions (D)

South African	Brazilian, American/British, Dam Haji/African American Straight, Russian, Bashni, Pool, Czech, German, Central-south German, North German, Swazi, Tanzanian, Siberian, Makvar, Marquere,	Filipino, Italian, Jamaican, Spanish, Myanmar, Portuguese, Argentinian, Winther's reconstruction of Makvar and Marquere
14*14	8*8	8*8
		
White starts	<b>White starts in all except for American , American pool, African-American straight checkers and North German where black starts. In Tanzanian or Swazi, the starter is either white or black.</b>	<b>White starts in all except for Jamaican, where black starts</b>

## Checkers games starting positions (E)

<b>Spantsiretti (Russian 80 cells)</b>	<b>Thai , Slovak</b>
<b>10*8</b>	<b>8*8</b>
 A 10x8 checkers board with a brown and yellow checkerboard pattern. The board is oriented with the top-left square being yellow. Black pieces are on the top three rows: Row 1 (black squares) has pieces on columns 2, 4, 6, 8, 10; Row 2 (yellow squares) has pieces on columns 1, 3, 5, 7, 9; Row 3 (black squares) has pieces on columns 2, 4, 6, 8, 10. White pieces are on the bottom three rows: Row 6 (yellow squares) has pieces on columns 1, 3, 5, 7, 9; Row 7 (black squares) has pieces on columns 2, 4, 6, 8, 10; Row 8 (yellow squares) has pieces on columns 1, 3, 5, 7, 9.	
<b>White starts</b>	 An 8x8 checkers board with a brown and yellow checkerboard pattern. The board is oriented with the top-left square being yellow. Black pieces are on the top two rows: Row 1 (black squares) has pieces on columns 2, 4, 6, 8; Row 2 (yellow squares) has pieces on columns 1, 3, 5, 7. White pieces are on the bottom two rows: Row 7 (black squares) has pieces on columns 2, 4, 6, 8; Row 8 (yellow squares) has pieces on columns 1, 3, 5, 7.
	<b>Black starts in Thai whereas White starts in Slovak</b>

## Summary of Checkers starting positions

#	Checkers Variants	Board size	Location of checkers	Squared used	Bottom left square	Starter
<b>A</b>	<b>Turkish, Arab, Greek, Adigha, Ossetian Keny, Armenian and Turkthic</b>	8*8	16 checkers on the second and third horizontal rows with the back row (first row) vacant	Black + light	Black	White
	<b>Gothic, Old German and Old Turkish</b>	8*8	16 checkers on the first and second horizontal rows	Black + light	Black	White
<b>B</b>	<b>Croda, Universal Checkers</b>	8*8	24 checkers on the first, second and third horizontal rows	Black + light	Black	White
	<b>International, Frisian, Indonesian, Laotian</b>	10*10	20 checkers on the first, second, third and fourth horizontal rows	Black squares only	Black	White
	<b>Old Polish+ some Scandinavian, German games</b>	10*10	15 checkers on the first, second and third horizontal rows	Black squares only	Black	White
<b>C</b>	<b>Ivorian, Paraguayan, Ghan, Winther's Makvar+Marquere</b>	10*10	20 checkers on the first, second, third and fourth horizontal rows	Black squares only	Light	White
	<b>Canadian , Malaysian /Singaporean,</b>	12*12	20 checkers on the first, second, third, fourth and fifth horizontal rows	Black squares only	Black	White
	<b>Sri Lankan</b>	12*12	20 checkers on the first, second, third, fourth and fifth horizontal rows	Black squares only	Light	White
<b>D</b>	<b>South African</b>	14*14	42 checkers on the first, second, third, fourth, fifth and sixth horizontal rows	Black squares only	Black	White
	<b>Brazilian, American/British, Dam Haji/African American Straight, Russian, Bashni, Pool, Czech, German, Central-south German, North German, Swazi, Tanzanian, Siberian, Makvar,Marquere</b>	8*8	12 checkers on the first, second and third horizontal rows	Black squares only	Black	White starts in all except for American, American pool, African-American straight checkers and North German where black starts. In Tanzanian or Swazi, the starter is either white or black
	<b>Filipino, Italian, Jamaican, Spanish, Myanmar, Portuguese, Argentinian, Winther's Makvar+Marquere</b>	8*8	12 checkers on the first, second and third horizontal rows	Black squares only	Light	White starts in all except for Jamaican, where black starts
<b>E</b>	<b>Spantsiretti (Russian 80 cells)</b>	10*8	15 checkers on the first, second and third horizontal rows	Black squares only	Black	White
	<b>Thai , Slovak</b>	8*8	8 checkers on the first and second horizontal rows	Black squares only	Black	Black starts in Thai White starts in Slovak

## (II). Survey of Checkers Families

### (A). Turkish Checkers Related Variants (Orthogonal) (Maximum Capture) (No Back-capture)

Game	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	notation	Bott left Sq black	Notes
<b>Turkish (Dama)</b>	8*8	16	W	X	✓	sequence of maximum capture  (Within a multi-capture, turning 180 degrees between two captures is not allowed.)	Capture continues in last rank and a man does not change status	Chess, A1 is on left of white	✓	A man moves and captures sideways or forward only. A king moves and captures forwards, backwards and sideways. <b>Pieces are removed during capture.</b> If a man reaches the final row in a capture next to an undefended opposing king, it must then proceed to capture this opponent's king before it is crowned itself. If there is another opponent's king in the same final row and if it is away from the first opponent's captured king, your king can't capture it.
<b>Arab (Dama)</b>	8*8	16	W	X	✓	sequence of maximum capture	Capture continues in last rank and a man does not change status	Chess, A1 is on left of white	✓	Same as Turkish. Warning is optional. You may or not warn the opponent to move his piece before it gets captured, so the opponent must move his threatened piece if possible. In Bahrain, you aren't allowed to move your man to another square to threaten or capture the opponent's man if you're under attack/capture.
<b>Greek (Ntama)</b>	8*8	16	W	X	✓	sequence of maximum capture	Capture continues in last rank and a man does not change status	Chess, A1 is on the left of white	✓	Same as Turkish but the King must land on the first square after last jumped piece ( <b>king halt</b> ). The other variants include any sequence of capture & a variant where capture continues with the man becoming a king in last rank.
<b>Adigha (Phèklèn)</b>	8*8	16	W	X	✓	sequence of maximum capture	Capture continues in last rank with a crowned man	Chess, A1 is on the left of white	✓	Same as Turkish, but <b>Pieces are removed after the whole capture NOT during capture.</b>
<b>Ossetian Keny</b>	8*8	16	W	X	✓	Sequence of maximum capture. A king can immediately reverse direction in a capture.	Capture continues in last rank with a crowned man	Chess, A1 is on left of white	✓	Same as Turkish <b>.Pieces are removed during capture.</b> In General, players abide by rules but some players allow the following [a] Any sequence of capture can be chosen [b] A man continues capturing as a man NOT as a king in the last rank. [c] A king captures normally. It may not be allowed to reverse direction in a capture.

**(B).International Checkers Related Variants (I) (Diagonal) (Back capturing) (Maximum Capture sequence)**

Game	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	notation	Bottom left Sq is black	Notes
<b>International/ Polish (Dames/ Warcaby)</b>	10*10	20	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Numeric 1-50, 1 on right of black	✓	<i>Men move forward</i> Old polish was played with 15 men. The game is a draw when the same position repeats itself for 3 times.
<b>Ivorian/ Paraguayan (Dames)</b>	10*10	20	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Numeric 1-50, 1 on right of black	X	Mirrored board of international
<b>Canadian (Jeu de Dames/ Quebec)</b>	12*12	30	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Numeric 1-72, 1 on right of black	✓	The 12*12 board of international
<b>Sri Lankan (Dam)</b>	12*12	30	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Numeric 1-72, 1 on right of black	X	Mirrored board of Canadian
<b>South African (Dumm)</b>	14*14	42	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Numeric 1-98, 1 on right of black	✓	The 14*14 board of international
<b>Brazilian (Minor Polish/ 64 polish) (Damas)</b>	8*8	12	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Chess, A1 on left of white	✓	The 8*8 board of international
<b>Filipino (Derecha)</b>	8*8	12	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	Chess, A1 on left of white	X	Mirrored board of Brazilian. It is also played on a lined board where only diagonals are represented.
<b>Swazi (Mswati)</b>	8*8	12	W or B	✓	✓	sequence of maximum capture	Capture continues with the man becoming a king in last rank	Chess, A1 on left of white Or Numeric 1-32, 1 is on right of black	✓	Huffing is part of the game. <b>Pieces are removed during capture.</b>

**(B). International Checkers Related Variants (II) (Diagonal) (Back capturing) (Any Capture sequence)**

Game		Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (Cap+crown)	notation	Bottom Left sq	Notes
<b>Russian (Shashki)</b>		8*8	12	W	✓	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture continues with the man becoming a king in last rank	Chess, A1 on left of white	✓	If there are 3 kings playing against one king, and the player with 3 kings is unable to win within 15 moves, then the game is a draw.
<b>Spantsiretti Russian 80 cells</b>		10*8	15								
<b>Bashni (Towers/ Russian Columns) (Stolbove Shashki)</b>		8*8	12	W	✓	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture continues with the man becoming a king in last rank	Chess, A1 on left of white	✓	Same as Russian, but captured pieces are not removed from the game, but placed underneath the capturing piece, forming a "tower".
<b>Pool</b>	<b>American Pool/ Swedish/ Norwegian</b>	8*8	12	B	✓	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture continues and a man does not change status	Numeric 1-32, 1 is on right of black	✓	Am Pool>If a player has 3 kings and the other has just one king, the one with 3 kings must win within 13 moves.
	<b>Unified Pool (Jake Kacher)</b>			W					Chess, A1 on left of white		
<b>North German (Polish-German-Norwegian/ Swedish)</b>		8*8	12	B	✓	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture continues and a man does not change status	Chess, A1 on left of white	✓	
<b>Jamaican</b>	<b>Traditional Jamaican</b>	8*8	12	B	✓	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture continues and a man does not change status	Chess, A1 on right of black.	X	Same draw conditions as Am Pool in endgames Numeric 1-32, 1 on right of black is also possible
	<b>Unified Jamaican (Jake Kacher)</b>			W					Chess, A1 on right of white	✓	Same draw condition as Traditional Jamaican but the player must win with 12 moves
<b>Ghanaian (Damii)</b>		10*10	20	W	✓	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture continues and a man does not change status	Numeric 1-50, 1 on right of black	X	Same as International, but in Ghanaian only, huffing is enforced. You lose if left with a single piece (man/king)
<b>Laotian /Laos</b>										✓	

**(C).Turkish +International Checkers Related Variants (Orthogonal +Diagonal)**

Game	Board	Men	Start	Back-wards capture	Flying king	Capture rule	Man jumping at last rank capture and crowning	notation	Bott Left Sq black	Notes
<b>Armenian I (Tama)</b> Willy Schmit <i>most common</i>	8*8	16	W	X	✓	sequence of maximum capture	Capture continues in last rank and a man does not change status	Chess, A1 on left of white	✓	Same as Turkish except that it allows diagonal movement. Some play it with the Russian rule: - a man can continue capturing as a king in the last rank.
<b>Armenian II (Tama)</b> Heinz Machatscheck				✓						Same as Turkish but there is no diagonal movement. A multiple capture must begin with a forward/sideways capture.
<b>Gothic</b> (reconstructed by Blachetta)	8*8	16	W	X	X	Any sequence of Capture chosen	Capture terminates and a man becomes a king	Chess, A1 on left of white	✓	Men move forward diagonally. Men capture in 5 directions orthogonally forwards, diagonally and sideways. Kings move diagonally forward and backward. They capture in 8 directions
<b>Old German (Altdeutsche Dame)</b>	8*8	16	W	X	(✓)	sequence of maximum capture	Capture terminates and a man becomes a king	Chess, A1 on left of white	✓	Also known as Gothic. Same as Gothic reconstructed by Blachetta but a king moves in 8 directions and recently a flying king is used instead of short king
<b>Turkthic (Turkish Gothic) (Turkish-diagonal)</b> <i>Boyer/Parton</i>	8*8	16	W	X	✓	sequence of maximum capture	Capture continues with the man becoming a king in last rank	Chess, A1 on left of white	✓	Men move and capture in 5 directions orthogonally forwards, diagonally forwards and sideways. Kings move and capture in 8 directions. The king must land on the first square after last jumped piece ( <b>king halt</b> ). <b>Removal of captured pieces is immediate</b>
<b>Croda (Croatian)</b>	8*8	24	W	✓	✓	sequence of maximum capture	Capture continues in last rank and a man does not change status	Chess, A1 on the left of white	✓	Men move forward orthogonally or diagonally. They capture orthogonally forwards, backwards and sideways. Kings move and capture orthogonally forwards, backwards and sideways
<b>Universal Checkers</b>	8*8	24	W	✓	✓	sequence of maximum capture	Capture cont+ a man does not change status	Chess, A1 on the left of W	✓	Men move in all directions except for back. Capture is in all directions whether for men or kings.

**(D). Frisian Checkers and Related Variants (Diagonal+ orthogonal)**  
**(I) Flying kings move along unblocked diagonal rows only.**

Game	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	notation	Bottom Left sq	Notes
<b>Frisian (Fries Dammen)</b>	10*10	20	W	✓	✓	sequence of max capture (Capture must give the max "value" to capture. A king has more value than a man, but less than 2 men. This means 2 men are higher in value than one king, and one man is lower in value than one king)	Capture continues and a man does not change status	Numeric 1-50, 1 on right of black	✓	Same as International checkers but men can capture in vertical and horizontal directions, on squares of the same colour, so captures are in 8 directions. Flying kings may move freely along unblocked diagonals. The king may only move three successive times in a row. Then it must be <i>set free</i> by capture (possibly with the same piece), or by the move of any other of the same player's pieces. This rule is not valid if the player has only kings left. A king can also capture in all directions (vertical, horizontal) on squares of the same colour. If a king and a man can capture an equal value, then <b>Capture with king is mandatory</b> . If many captures are available, then you must choose the one that <b>captures the maximum number of the opponent's kings</b> . If, at the end, one player has 2 kings and the other has one, the player with the 2 kings must win within 7 moves, or a draw.
<b>Siberian</b>	8*8	12	W	✓	✓	Any capture sequence	Capture continues and a man does not change status	Chess, A1 on left of white	✓	Men and kings capture in 8 directions (diagonally, horizontally, and vertically on squares of the same colour.) Flying kings may move freely along unblocked diagonals. It should be noted that neither men nor kings due to the properties of the board can capture more than four pieces at once. It's not clear whether there is an existing variant with a crowned man continuing capturing in the last rank. Same draw conditions as Russian.

**(D). Frisian Checkers Related Variants (Diagonal+ orthogonal)**  
**(II) Flying kings move along unblocked diagonal and orthogonal rows**

Game	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	notation	Bottom Left sq	Notes
<b>Swedish (Marquern)</b> [Billberg]	8*8	12	W	X	✓	Any capture sequence	Capture terminates and a man becomes a king	8*8 Numeric 1-32, 1 on right of black		Both Marquere and Makvar are same as International checkers, but men and kings can also capture vertically and horizontally.
	10*10	15								
<b>Danish (Makvar)</b> [Jørgensen]	8*8	12	W	Unknown So, it may be ✓ Or X	✓	Unknown (It may be max capture or any sequence)	Unknown, so capture may Terminate or continue in last rank	10*10 Numeric 1-50, 1 on right of black	✓	In both Marquere and Makvar, capture is on squares of the same colour (black).  In both Marquere and Makvar , Flying kings move orthogonally and diagonally along unblocked rows (only on black squares)
	10*10	15								
<b>Mats Winthers' reconstruction including Marquern/ Makvar</b>	8*8	12	W	✓ Main Variant  X other variants	✓	maximum capture (Main Variant)  OR  Any Capture Sequence (other Variants)	Capture continues and a man does not change status (main variant)  OR  Capture term and a man becomes a king (other variants)	8*8 Numeric 1-32, 1 on right of black  OR 10*10 Numeric 1-50, 1 on right of black	X	In Winther's reconstruction (Main variant), a man can capture in 8 directions where capture is on squares of the same colour (black). As for the other variants, there is a variant without backward capture (man can only capture in 5 directions: N,NE,NW,E,W)  Also, there's a variant where the man can only capture in 3 forward directions: NE,NW, N Capture is on the same square and flying kings move orthogonally and diagonally along unblocked rows (only on black squares)
	10*10	20								
<b>Peter Michaelsen's reconstruction including Marquern/ Makvar</b>	10*10	15	W	X	✓	Any capture sequence	Capture terminates and a man becomes a king	10*10 Numeric 1-50, 1 on right of black	✓	Men capture diagonally forwards, sideways and orthogonally forwards. Capture is on the same black square and flying kings move orthogonally and diagonally along unblocked rows (only on black squares)

**(E) Spanish Checkers Related Variants (I) (Diagonal) (No Back capturing) (Maximum Capture)**

Game	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	notation	bottom left Square is black	Note
<b>Spanish (Damas)</b>	8*8	12	W	X	✓	sequence of maximum capture	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of white	X	<i>Men move forward.</i> If there are two or several moves that capture the same number of men and kings, you must <b>capture the maximum number of the opponent's kings</b> . Some still play the game on light squares when the bottom left square is black.
<b>Portuguese (Damas)</b>	8*8	12	W	X	✓	sequence of maximum capture	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of white	X	Same as Spanish, but the game is always played on dark squares. Regarding 3 kings vs 1 king, if the player with 3 kings is unable to win within 12 moves, then it is a draw.
<b>Argentinian (Damas)</b>	8*8	12	W	X	✓	sequence of maximum capture	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of white	X	Same as Spanish except that the king must land on the first square after last jumped piece ( <b>King halt</b> ). As a variant, it's also found in S.C. Germany
<b>Myanmar (Dama)</b>	8*8	12	W	X	✓	sequence of maximum capture	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of white	X	Before stating, players agree on "must Capture" or "Free Capture". In "Must Capture", the man that doesn't capture is collected by the opponent as a fine. In "Free capture", it is optional to capture.
<b>Indonesian (Dam blas)</b>	10*10	20	W	X	✓	Sequence of maximum capture	Capture terminates and a man becomes a king	Numeric 1-50, 1 on right of black	✓	Huffing is enforced. The game is also played on a 12*12 board.
<b>Malaysian/ Singaporean (Dam Haji/ Dum)</b>	12*12	30	W	X	✓	Sequence of maximum capture	Capture terminates and man becomes a king	Numeric 1-72, 1 on right of black	✓	Huffing is enforced. If you can capture with a man or a king, you must capture with a king. ( <b>Capture with king is mandatory</b> ). Also played on 8*8

**(E) Spanish Checkers Related Variants (II) (Diagonal) (No Back capturing) (Any Capture sequence)**

Game	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	notation	bottom left Sq black	Note
<b>Czech (Dama)</b>	8*8	12	W	X	✓	Any sequence may be chosen, as long as all possible captures are made	Capture terminates and a man becomes a king	Chess, A1 on left of white	✓	If you are able to capture a piece either with a king or a man, capture it with a king, i.e. <b>Capture with king mandatory</b>
<b>Slovak (Dama)</b>	8*8	8	W	X	✓	Any sequence may be chosen, as long as all possible captures are made	Capture terminates and a man becomes a king	Chess, A1 on left of white	✓	Same as Czech checkers, but Huffing is enforced. If a player has no legal moves, but does still have pieces on the board, the game is a draw.
<b>Thai (Makhos)</b>	8*8	8	B	X	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of white	✓	The king must land on the first square after last jumped piece ( <b>king halt</b> ). <b>Removal of captured pieces is immediate. A king could immediately reverse direction in a capture.</b>
<b>African-American Straight</b>	8*8	12	B	X	✓	Any sequence may be chosen, as long as all possible captures are made	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of black	✓	AASC is played in the Black communities of the US. Tanzanian Starter and Notation are not fixed. For its draw rules, Check Wikipedia Article.
<b>Tanzanian</b>			W/B							
<b>German/Swedish (Dame/Damspel)</b>	8*8	12	W	X	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture terminates and a man becomes a king	Chess, A1 on left of white	✓	For <b>German</b> , Sometimes, (but rarely), <b>capture with king mandatory</b> is used. Also, sometimes, (but rarely) a <b>sequence of maximum capture</b> is followed. For <b>Swedish</b> , there is <b>NO capture with king mandatory</b>
<b>Central-South German/Danish/Finnish (Süddeutsche Dame/ Damspil Tammi)</b>	8*8	12	W	X	✓	Any sequence may be chosen, as long as all possible captures are made.	Capture terminates and a man becomes a king	Chess, A1 on left of white	✓	Same as German, but the king must land on the first square after last jumped piece ( <b>king halt</b> ).Some call it <b>Standard German Checkers</b> . A variant with <b>maximum capture</b> exists only for <i>C.S German</i>

**(F) American Checkers Related Variants (Diagonal) (No back capturing) (No flying Kings)**

Game	Board	Men	Start	Back-wards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	Notation	Bottom left Square is black	Notes
<b>American/ British (Checkers/ Draughts)</b>	8*8	12	B	X	X	Any sequence may be chosen, as long as all possible captures are made.	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of black	√	<p><i>Men move forward only.</i> Checkers is also called <b>“Straight Checkers”</b></p> <p>Recently, some have started to play checkers on a larger board. <b>“Crowded checkers”</b> is played on a 10*10 board with 20 men each.</p> <p><b>“Sparse checkers”</b> is played on a 10*10 board with 15 men each</p>
<b>Italian (Dama)</b>	8*8	12	W	X	X	sequence of maximum capture	Capture terminates and a man becomes a king	Numeric 1-32, 1 on right of black	X	<p><b>A man cannot capture a king.</b></p> <p>When you have several captures with the maximum number of pieces, you must capture with a king (if you can) i.e. <b>Capture with king mandatory.</b></p> <p>When you have several maximum captures with kings, you must <b>capture the maximum number of the opponent's kings.</b></p> <p>When there are still choices, you must capture by the way which makes you capture a king as soon as possible</p>

### (III) Movement and Capture Direction

Family	Game	Man's movement	Man's capture	King's movement	King's capture
<b>Tur</b>	<b>Turk ,Arab, Greek,Adiga Kenya</b>	E;N;W	E;N;W	E;N;W;S	E;N;W;S
<b>Int</b>	<b>Inter, Ivo, Cana, Sri L, S.Afr, Braz, Filip, Swazi, Russ, Spant,Bash,Pool, N.Ger, Jam,Ghan, Lao</b>	NW;NE	NW;NE;SW;SE	NW;NE;SW;SE	NW;NE;SW;SE
<b>Turk+ Inter</b>	<b>Armenian I</b>	W;N;E;NE;NW	W;N;E	W;N;E;NE;NW;S;SW;SE	W;N;E;S
	<b>Armenian II</b>	W;N;E;NE;NW	W;N;E;S	W;N;E;NE;NW;S;SW;SE	W;N;E;S
	<b>Gothic</b>	NW;NE	NW;NE;W;N;E	NW;NE;SE;SW	NW;NE;SE;SW;W;N;E;S
	<b>Old German</b>	NW;NE	NW;NE;W;N;E	NW;NE;SE;SW;W;N;E;S	NW;NE;SE;SW;W;N;E;S
	<b>Turkthic</b>	NW;NE;W;N;E	NW;NE;W;N;E	NW;NE;SE;SW;W;N;E;S	NW;NE;SE;SW;W;N;E;S
	<b>Croda</b>	NW;N;NE	W;N;E;S	W;N;E;S	W;N;E;S
	<b>Universal Checkers</b>	W;N;E;NE;NW	W;N;E;NE;NW;S;SW;SE	W;N;E;NE;NW;S;SW;SE	W;N;E;NE;NW;S;SW;SE
<b>Inter + Turk</b>	<b>Frisian Siberian</b>	NW;NE	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N	NW;NE;SW;SE	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N
	<b>Marquere</b>	NW;NE	NW;NE; Orthogonally along unblocked rows W;E;N	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N
	<b>Makvar</b>	NW;NE	NW;NE; Orthogonally along unblocked row N	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N
	<b>Winthers'+ Michaelsen's Reconstruction of Marquere/ makvar</b>	NW;NE	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N	NW;NE;SW;SE Orthogonally along unblocked rows S;W;E;N
<b>Span</b>	<b>Spanish ,Port, Argen, Mayn,Malay,Indonesian Czech,Slov,Thai,Afri- Am, Tanz, Germ, C. S German</b>	NW;NE	NW;NE	NW;NE;SW;SE	NW;NE;SW;SE
<b>Am</b>	<b>American, Italian</b>	NW;NW	NW;NW	NW;NE;SW;SE	NW;NE;SW;SE

**Diagonal**      **[A] Forward:** -NW=North West    NE=North East    **[B] Backward:** - SW=South West    SE=South East

**Orthogonal**    **[A] Sideways:** - W = West                      E=East                      **[B] Forward:** - N=North                      **[C] Backward:** - S=South

**(IV) Summary of Checkers Survey covering Board Presentation and Rules**

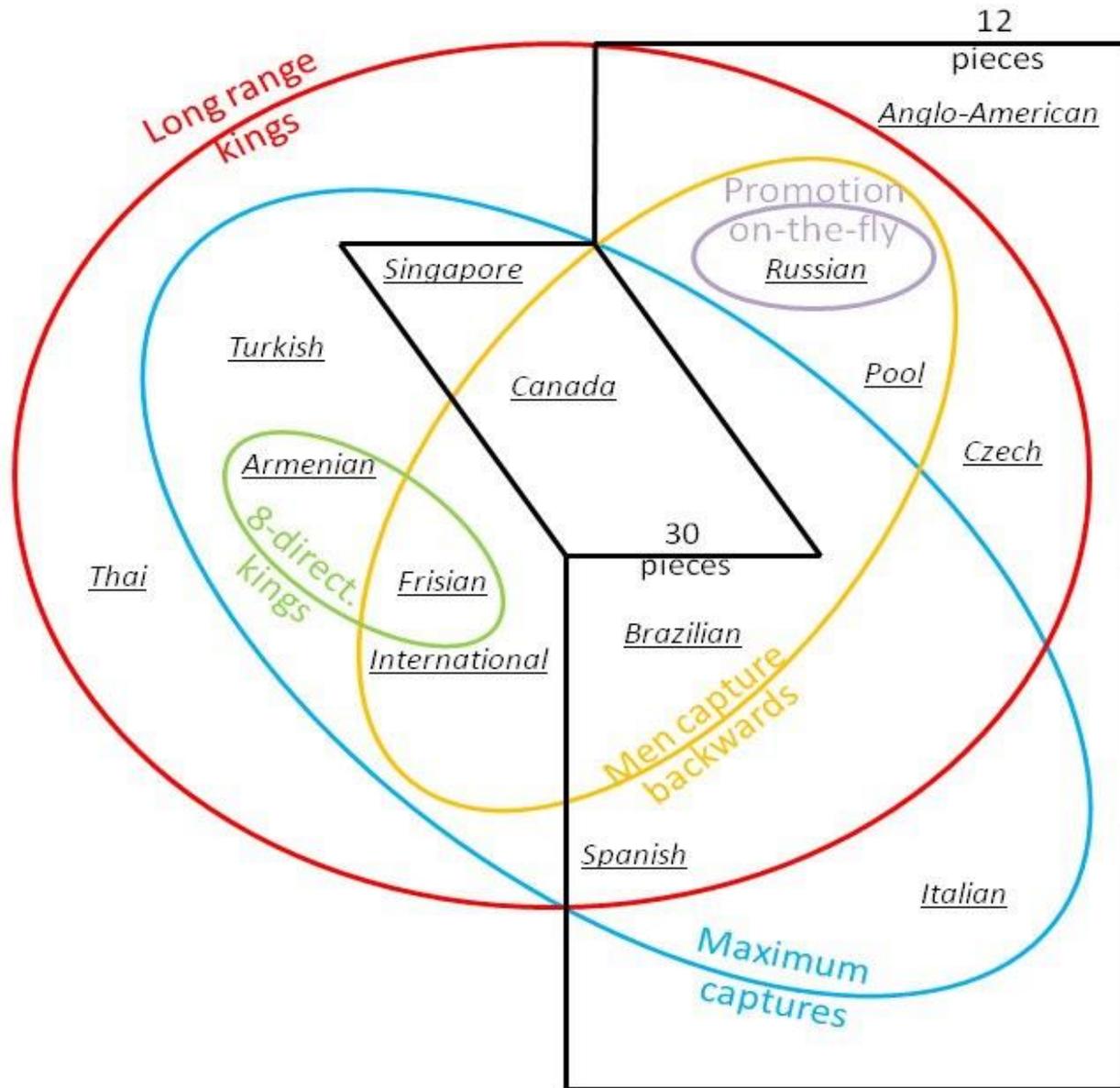
Backward Capture							(1) Bottom left sq black	Forward Capture							backward Capture									
Diagonal					Diagonal+orthogonal		(2) Quality Capture:- capture max kings)	Diagonal				Orthogonal			orth	Dia + orth								
Maximum Capture																								
8*8	10*8	10*10	12*12	14*14	8*8	10*10	(3) Capture continues in last rank	8*8	8*8	10*10	12*12	8*8	8*8	8*8	8*8									
12 men	15 men	20 men	30 men	42 men	12 men	20 men	(4) Capture ends in last rank+man is crowned	16 men	8 men	20 men	30 men	16 men	24 men	16 men	24 men									
Brazilian (1,3,6,7,10)	Filipino (3,6,7,10)	Swazi(1,5,6,7,8,(10))	Spantsiretti (1,5,6,7,10)	Inter (1,3,6,7,10)	Ivorian (1,3,6,7,10)	Ghanian (3,6,7,10)	Laotian (1,3,6,7,10)	Canad (1,3,6,7,10)	Sri Lank (3,6,7,10)	South African (1,3,6,7,10)	Makvar (1,4,5/6,7,10)	Winther's (3/4,6,7,10)	Frisian (1,2,3,6,7,9,10)	Winther's main variant (3,6,7,10)	other variants(4,6,7,10)									
							(5) Capture continues in last rank with a man crowned																	
							(6) Flying kings (long kings)																	
							Spanish (2,4,6,7,10)	Portug (2,4,6,7,10)	Argen(2,4,6,7,10,11)	Maym (2,4,6,7,10)	Italian (2,4,6,9,10)													
							Indonesian (1,4,6,7,10)																	
							Malaysian (1,4,6,7,9,10)																	
							Turk, Arb(1,3,6,7,8,10)	Greek(1,3,6,7,8,10,11)	Armen I (1,3,/5,6,7,8,10)	Old Germ (1,4,6,7,10)	Turkthic (1,5,6,7,8,10,11)	Keny (1,5,6,7,8,10, 12)	Adigha (1,5,6,7,10)											
							Croda (1,3,6,7,10)																	
							Armenian II (1,3,6,7,8,10)																	
							Universal (1,3,6,7,10)																	
Any Capture sequence																								
Russian/Bashni (1,5,6,7,10)	North Germ (1,3,6,7,10)	Jam (3,6,7)	Pool (1,3,6,7)	Am. Pool (1,3,6,7)	Marequer (1,4,6,7,10)	Siberian (1,3,6,7,10)	Winther(3/4,6,7,10)	Marequ(1,4,6,7,10)	Winther's main variant (3,6,7,10)	Winthers'other variants (4,6,7,10)	Peters reconstruction (1,4,6,7,10)	(7) Man can capture king	(8) Remove pieces during capture	(9) Capture with king mandatory	(10) White starts	(11) King halt	(12) King can reverse direction in capture							
												Czech (1,4,6,7,9,10)	Afr-Am /Tanz (1,4,6,7,(10))	German (1,4,6,7,10)	C.S German (1,4,6,7,10,11)	Slovak (1,4,6,7,9,10)	Thai (1,4,6,7,8,10,11,12)							
												Gothic (1,4,6,7,10)												

## (V) Give away Checkers

#	Point	Relevant information
1	<b>Introduction</b>	In <b>traditional checkers games</b> , the object of the game is <i>to capture all of your opponent's pieces first or to block him. You do this by forcing yourself into capturing the opponent's pieces.</i> <b>In contrast</b> , the object of <b>give-away checkers game</b> is <i>to get rid of all of your pieces first (or be blocked). You do this by forcing your opponent into captures. In other words</i> , the winner is the first player to have no legal move: that is, all of whose pieces are lost or blocked. <b>You should remember that you must follow the rules of the original game if you want to play any give-away of any checkers variant.</b> Give-away is the same as the standard checkers games. The only difference is that here you want to get rid of your pieces rather than to get rid of the opponent's pieces.
2	<b>Alternative terms</b>	<b>Suicide Checkers, Anti-Checkers, Losing Checkers, Misère Checkers (Draughts).</b>
3	<b>Historical background</b>	Give-away is relatively an old game. The <b>Give-away German game</b> dates back to the 19 <sup>th</sup> century. In 1841, the "Universal-Lexikon der Gegenwart und Vergangenheit oder neuestes encyclopädisches Wörterbuch der Wissenschaften, Künste und Gewerbe" by Heinrich August, Pierer mentions this term and its definition. The earliest reference is by Pierre Mallet: LE IEUV DE DAMES, Paris 1668.
4	<b>Popular variants</b>	<b>Give-away checkers</b> isn't that popular in the English speaking world. <b>Give-away Czech checkers</b> is still popular. But the most popular game is <b>Russian Give-away (Poddavki)</b> . <b>It is a much played variant nowadays.</b> There is also <b>Give-away International checkers</b> . <b>In reality, one could play any kind of Give-away variant (Turkish, Pool.....etc)</b>
5	<b>Softwares playing give-away variants.</b>	The following softwares let you play the Give-away of any checkers variant that you want :- <b>WorldCheckers8 1.7 , Checkers-7 2.5 ,Mad Checkers and Gigant Checkers</b> The following softwares let you play specific variants of Give-away <b>Windames, checkersland, zillions of games,</b>
6	<b>Importance of give-away Checkers</b>	The value of Give-away is to try something new, a new game with new strategies and tactics. In this case, your mind will accommodate a new perspective, one that fundamentally differs from the traditional perspective which relies on different patterns. Remember, you need to be smart if you decide to play give-away variants.

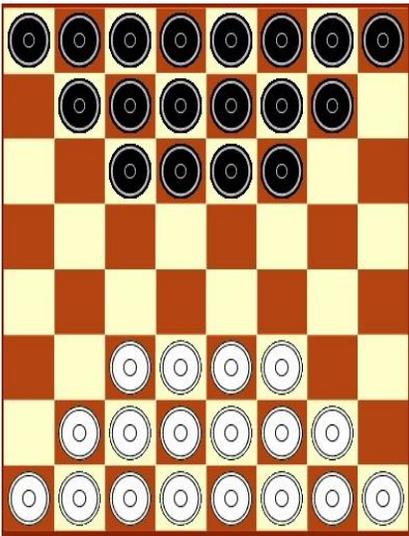


Related to my survey of basic checkers variant, is the Venn diagram submitted by Maurizio De Leo and Ralf Gering to the website, [www.boardgamegeek.com](http://www.boardgamegeek.com)



Item	No.
Games	14
Sets	8
Combinations Venn	$2^8=256$
Actual Intersections	15
Empty Intersection	1

**(VII) Dameo: A New Step in the Evolution of Draughts? (Christian Freeling)**

Dameo starting position	Board	Men	Start	Backwards capture	Flying king	Capture rule	Man jumping at last rank (capture and crowning)	bottom left Square is black	Notes
	8*8	18	W	✓	✓	sequence of maximum capture	Capture continues and a man does not change status	✓	Men move forward orthogonally and diagonally forward. They don't move sideways ! Kings move orthogonally and diagonally. Men and kings capture orthogonally:- forwards, backwards and sideways. Linear movement is defined as <i>the move of a straight unbroken line of <b>men</b> of the same color, one square along the line of squares they occupy</i> , provided the square in front is vacant. It includes the move of a single man, which may be considered as a line-of-one. Linear movement does <i>not</i> apply to kings.

**According to Freeling, Dameo had two immediate and one subsequent advantages over its predecessors:**

[1] It adds flexibility in terms of overall progress (allowing for a more or a less aggressive style, as you like) while taking nothing away: every move possible in a Croda position is also possible under Dameo's rules.

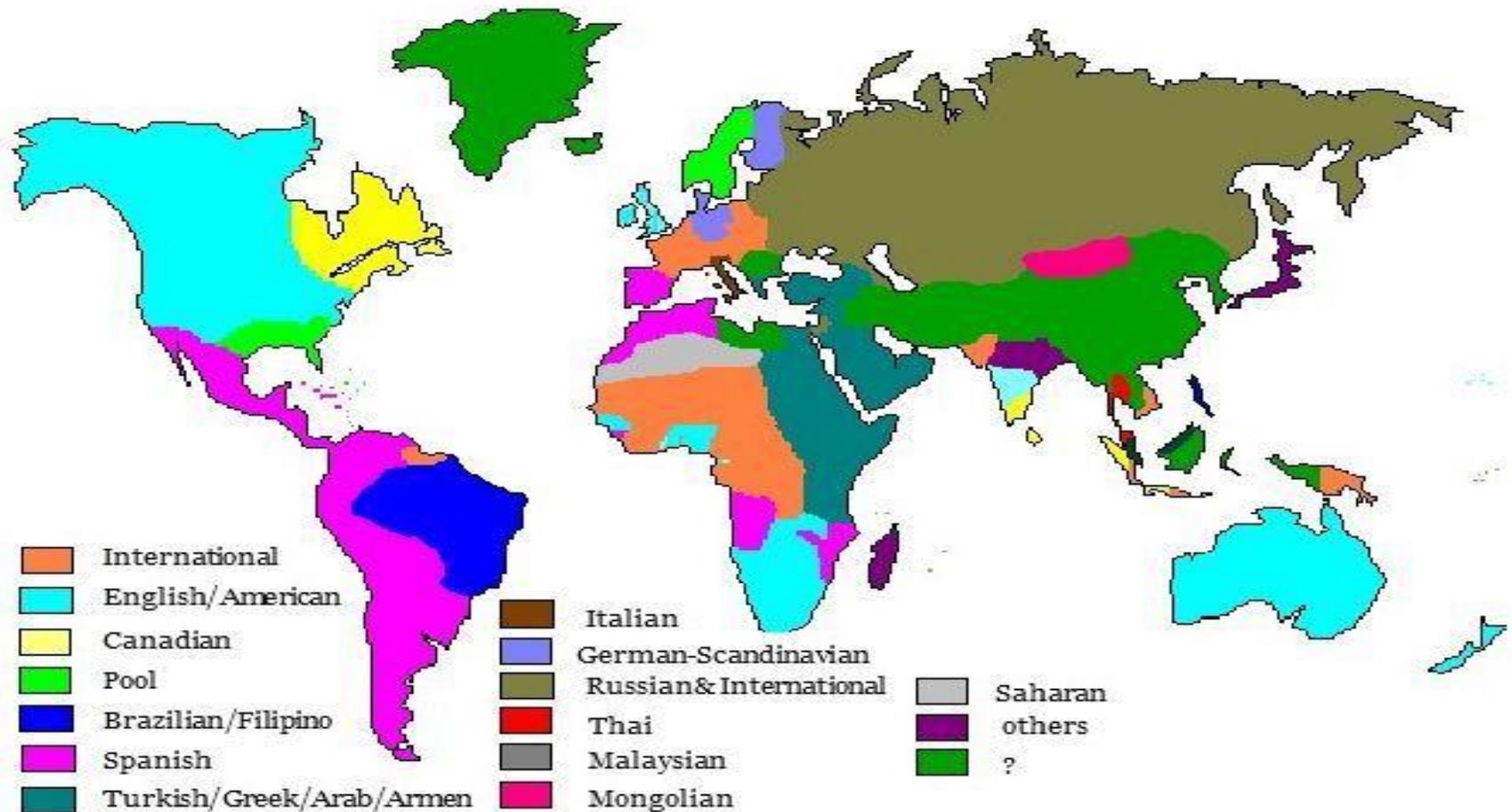
[2] It decreases the heaviness on the sides, which are popular alleys for progress and attack in 'square' Draughts games. Dameo requires economical maneuvering between the sides and the center.

[3] Two generic basic tactics emerged based on linear movement, the Double Square formation and the Ladder. The former plays a key role throughout the opening and middle game.

## (VIII) Geographical distribution of Draughts Variants

The following map is taken from Alemmani's book, "LES JEUX DE DAMES DANS LE MONDE"

### Geographical distribution of Draughts variants



**Note (1)** In the **Sahran area**, people play games based on Alquerque board whether it is small or big.

**Note (2)** Of all the games in Mongolia, the closet draughts game to the western game of draughts is called "the **dööv**" and its board is that of 2\*8, i.e the board of Checkers games starting positions (E), Thai checkers. Mongolian draughts has a restriction. You can only capture a piece at a time. Besides, there are many variants from one village to the other. In Mongolian draughts, men move diagonally forward, but many things are not known, which explains why many variants exist. [a] It is not known whether men are allowed to capture backwards. [b] It is not unknown whether the king is a short king or whether it is a flying king. [c] It is not known whether one must abide by the maximum capture principle or whether one is allowed to choose any sequence of capture. [d] It is not known whether a man can continue jumping in last rank as a king.

For the draughts/checkers regions, also check [https://boardgamegeek.com/wiki/page/Checkers\\_family](https://boardgamegeek.com/wiki/page/Checkers_family)

## (IX) Draughts/Checkers Terms

Term	Definition	Term	Definition
<b>Board</b>	The playing surface. Typically, a 64-square checker board is used, though some variations use larger board. A <b>Checked board</b> is a chess board, i.e a board with dark and light squares	<b>King row</b>	The last row on the checker board. When a checker reaches the king row, it is crowned and becomes a king.
<b>Blitz</b>	Type of timed game where players are limited to one to three minutes each per game	<b>Man</b>	A single checker not yet advanced to king row. ( a single, uncrowned piece)
<b>Blockade</b>	A position where the checker pieces cannot move; one way to win the game.	<b>Mid-game</b>	Portion of the game between the opening and endgame
<b>Capture</b>	To jump an opponent's checker then remove it from the board. Capture is mandatory in checkers variants.	<b>Mirrored board</b>	A board with the bottom left square light NOT black
<b>Checker</b>	A playing piece used to play checkers. Also called a man	<b>Move</b>	To move is to have the position
<b>Crowning</b>	Placement of a checker on top of a piece that has reached the last rank to indicate its promotion to king.	<b>Notation</b>	A method of recording the moves in the game. It could be algebraic (letter+number) or numeric (only numerals)
<b>Double jump</b>	Two jumps made one after another as part of the same move.	<b>Opening</b>	Initial combination of moves for each checkers player wherein positional advantages and disadvantages are often determined
<b>Draw</b>	Situation where both players agreed that neither has enough advantage nor time to win	<b>Piece</b>	Checker piece whether it is a man or a king
<b>End Game</b>	Portion of the game where there are 8 or fewer pieces left on the board	<b>Position</b>	Advantage or disadvantage not entirely based on the number of pieces on each side
<b>Flying" King</b>	Kinged piece that can move any number of spaces diagonally/orthogonally, either way, or jump over any piece in its path provided there is at least one space between them. A non-flying king is called a <b>short king</b>	<b>Rank</b>	A horizontal row of squares.
<b>Give Away</b>	A checkers variant where you lose all of your checkers.	<b>Resign</b>	Concede the game
<b>huffing</b>	Remove the player's piece because the player didn't capture the opponent's piece. Huffing has been abolished though some variants still allow it.	<b>Quantity (capture sequence)</b>	The number of pieces that will be captured. It could be maximum capture or any sequence as long as all possible captures are made
<b>Jump</b>	Two-square diagonal/orthogonal move in which the second square is initially vacant and the intervening square is occupied by an opponent's piece, which is captured and removed from play	<b>Timed Game</b>	Game in which players are limited to a certain amount of time per move or per game
<b>King</b>	A checker that reaches the king row becomes a king. We say that checker is "kinged" or "crowned". A king can move backwards or forwards. <b>King halt</b> means the king is obliged to stop after the last captured piece.	<b>unchecked</b>	A board without colours, i.e a board without dark and light squares. Such board is used in orthogonal games

## (X) References

### [1] Websites

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## **[2] Books**

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## **[3] Articles**

Viglyanskiy. *Draughts games*. Article one // Chess sheet. – 1879, № 9-10, c.  
based on email communication with the Russian board and card games researcher, Alexey Lobashev.

Mourik, Wim van. (1998). *Dammen in het land van koning Maswati, Het Damspel*, page 8.

## **[4] Email Communication**

Alexey Lobashev regarding Russian draughts, Ossetian Keny and the variants played in the former Soviet Union countries.

Peter Michaelsen regarding European draughts variants as well as many matters on Draughts

Jack Kacher regarding the Unified Approach to Pool Checkers

Wim van Mourik regarding draughts variants in general and Swazi checkers in particular

## (XI) Softwares and Applications (Many draughts variants)

### [1] Softwares

**Windames** <http://windames.free.fr/downloads2.html>  
**WorldCheckers8** <http://hwiegman.home.xs4all.nl/worldcheckers.html>  
**Aurora Borealis** <http://aurora.shashki.com>  
**Checkers-7 2.5** <http://www.styleseven.com>  
**Checkersland** <http://www.checkersland.com>  
**Gigant Checkers** <http://members.chello.cz/pxmsoft>  
**iXO** [http://www.setupgroup.com/xo\\_windows.php](http://www.setupgroup.com/xo_windows.php)  
**Mad Checkers** <http://www.sapphiregames.com/madcheckers/>  
**Cerberus Checkers** <http://home.planet.nl/~nagel580/>  
**Zillions of games** <http://www.zillions-of-games.com> [inbuilt]  
**Checkers Collection** <http://www.zillions-of-games.com/cgi-bin/zilligames/submissions.cgi?do=show;id=2351>  
**Checker Games** <http://www.zillions-of-games.com/cgi-bin/zilligames/submissions.cgi?do=show;id=218>  
**Checkers variants** <http://mlwi.magix.net/bg/checkersvariants.htm>  
**Scandinavian Checkers** <http://mlwi.magix.net/bg/scandinaviancheckers.htm>  
**PlayBox Checkers** <https://sourceforge.net/projects/playbox/>

### [2] Android Apps

**Checkersland** <https://play.google.com/store/apps/details?id=com.checkersland>  
**Dalmax Checkers** <https://play.google.com/store/apps/details?id=dalmax.games.turnBasedGames.checkers>  
**Oktaba Draughts** <https://play.google.com/store/apps/details?id=pl.lukok.draughts>  
**iXO** <https://play.google.com/store/apps/details?id=com.setupgroup.xo.free>  
**Checkers elite** <https://play.google.com/store/apps/details?id=net.elvista.checkers>  
**Out of the bit Checkers** <https://play.google.com/store/apps/details?id=com.outofthebit.thecheckers>  
**B-interaktive Checkers** <https://play.google.com/store/apps/details?id=com.binteraktive.checkers.live>  
**Checkers V+** <https://play.google.com/store/apps/details?id=com.zingmagic.checkersvfree>  
**Bali Checkers** <https://play.google.com/store/apps/details?id=com.BaliCheckers.Checkers>  
**Plus one labs Checkers** <https://play.google.com/store/apps/details?id=com.plusonelabs.checkers>  
**Harokosoft Draughts** <https://play.google.com/store/apps/details?id=com.harokosoft.checkers>  
**Miroslav draughts** <https://play.google.com/store/search?q=MIROSLAV%20draughts&c=apps>  
**Lite Games Checkers** [https://play.google.com/store/apps/details?id=com.litegames.checkers\\_free\\_\\_aat\\_google](https://play.google.com/store/apps/details?id=com.litegames.checkers_free__aat_google)  
**Champion Checkers** <https://play.google.com/store/apps/details?id=com.dqsoft.ChDraughts>  
**Jocly Checkers** [https://play.google.com/store/apps/details?id=com.jocly.android.app7\\_vc\\_as](https://play.google.com/store/apps/details?id=com.jocly.android.app7_vc_as)  
**Checkers** <https://play.google.com/store/apps/details?id=com.dimcoms.checkers>  
**Checkers Free** <https://play.google.com/store/apps/details?id=com.lipandes.game.checkers>  
**Draughts** <https://play.google.com/store/apps/details?id=ru.appforge.draughts>

### [3] Iphone + Ipad Apps

**Checkers and Draught** <https://itunes.apple.com/us/app/checkers-and-draughts/id465904502?mt=12>  
**Itchigoo Checkers** <https://itunes.apple.com/us/developer/itchigoo/id372170918>  
**Escogitare Checkers** <http://www.escogitare.com/apps/checkers/>