

INTENSE

WARRIOR GAMES

CHECKERS

- Each player places his or her pieces on the 12 dark squares closest to him or her.
- Black moves first. Players then alternate moves.
- Moves are allowed only on the dark squares, so pieces always move diagonally. Single pieces are always limited to forward moves (toward the opponent).
- A piece making a non-capturing move (not involving a jump) may move only one square.
- A piece making a capturing move (a jump) leaps over one of the opponent's pieces, landing in a straight diagonal line on the other side. Only one piece may be captured in a single jump; however, multiple jumps are allowed on a single turn.
- When a piece is captured, it is removed from the board.
- If a player is able to make a capture, there is no option -- the jump must be made. If more than one capture is available, the player is free to choose whichever he or she prefers.
- When a piece reaches the furthest row from the player who controls that piece, it is crowned and becomes a king. One of the pieces which had been captured is placed on top of the king so that it is twice as high as a single piece.
- Kings are limited to moving diagonally, but may move both forward and backward.
- Kings may combine jumps in several directions -- forward and backward -- on the same turn. Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward (toward the opponent).
- A player wins the game when the opponent cannot make a move. In most cases, this is because all of the opponent's pieces have been captured, but it could also be because all of his pieces are blocked in.