

# PLAYIRO

## How to Play Draughts (Complete Rules)

Draughts (also known as Checkers) is a classic two-player strategy game focused on positioning, forced captures, and tactical planning. The objective is to capture all opponent pieces or block them completely.

### Game Overview

Players	2
Board	8x8 grid (dark & light squares)
Pieces	12 per player
Objective	Capture all opponent pieces or block them
Movement	Diagonal forward (unless kinged)

### Basic Movement Rules

- Pieces move diagonally forward one square
- Only dark squares may be used
- Regular pieces (men) cannot move backward
- Players alternate turns

### Capturing & Kinging

- Capturing is mandatory in most standard rules
- Jump diagonally over adjacent opponent piece
- Multiple jumps allowed in one turn
- Reaching opponent's back row crowns a King
- Kings move and capture both forward and backward

### Winning Conditions

A player wins by capturing all opponent pieces or leaving them with no legal moves. Games may end in a draw if no progress can be made.

### Common Variants

Variant	Key Differences
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English Draughts (UK)	8x8 board, mandatory capture, kings move 1 square
International Draughts	10x10 board, flying kings, longer capture sequences
American Checkers	Similar to English, minor rule variations