

# CHECKERS • The Game of Games

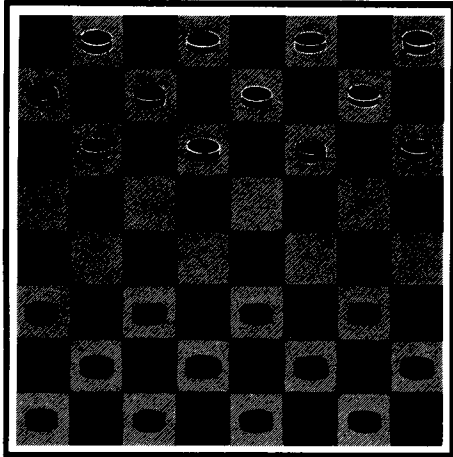
## INSTRUCTIONS FOR PLAYING

The checkerboard (see diagram No. 1) must be of sixty-four light and dark squares.

For playing purposes the board must be placed so that the bottom corner square on the left-hand (known as the single corner) shall be dark.

The standard men (or pieces) number twelve for each side and must be light and dark. In this article, they are referred to as "Black" and "Red."

(Black Side)



(Red Side)

Diagram No. 1

The Regular Board and Men Set to Play

(This ends your move and it is then your opponent's turn to play. If there is another man to be captured out of the king row, it cannot be captured until your next play.) A king can move or jump either forward or backward, as the limits of the board permit.

**JUMPING:** A man must "jump" an opponent's man in the next square if the square beyond is vacant. When a man is jumped, he is "captured" and removed from the board. You may not jump your own men. Only one man may be jumped at a time, but any number may be jumped in a series of jumps during one turn. In diagram No. 2, the black king can jump the nine red men, the biggest jump on the checkerboard. Black has several routes he can travel but always finishes on the square indicated by the arrow. This is an unusual situation used to illustrate the power of the king—at certain times.

**THE NUMBERED BOARD:** For the purpose of study and recording games and positions, each playing square on the checkerboard has a number. (See diagram No. 3.) The diagram shows how the men are placed at the start of a game.

**INITIAL MOVES:** Black has seven possible moves which he can make at the start of the game, namely: 9-13; 9-14; 10-14; 10-15; 11-15; 11-16 and 12-16. Likewise, red has seven possible opening rejoinders: 21-17; 22-17; 22-18; 23-18; 23-19; 24-19; 24-20. However, some of Red's initial replies are untenable against certain of Black's debuts: If Black opens with 9-14, Red can play 21-17 but it would mean the outright loss of a man and certain defeat, everything else being equal. The same holds true if Black elects to open with 10-14. Against 12-16 or 11-16 it is considered untenable to play 23-19. This is an analytical loss of quite another type and it takes expert playing for Black to win.

**TOUCH AND MOVE:** Once a game has commenced, a player must move any playable piece he touches (unless he makes known in advance that he is arranging a piece).

**TIME LIMIT:** In friendly games there is no time limit for making a move, but in tournaments and matches the official time limit is five minutes per move; if the player whose turn it is to move has not done so within a minute (after his five minute allowance) he automatically forfeits the game.

(Black Side)

## PRELIMINARIES

**SETTING UP THE MEN:** Twelve black men should be set up on the first twelve squares on one side of the board and twelve red men on the first twelve squares on the opposite side of the board. (See diagram No. 1.)

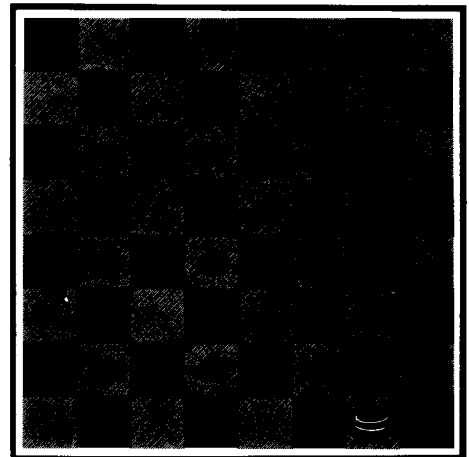
**ORDER OF PLAY:** The first move must always be made by the player having the black men. Each player must play alternately with the black and red pieces and lots should be cast for the choice of colors at the start of a series.

## THE PLAY

**OBJECT OF THE GAME:** In order to win, you must block your opponent's forces so that they cannot move, or you must capture all of them. The player making the last move wins. (See game No. 10 below, for a classic example.)

**MOVEMENT OF THE MEN:** At the start of a game all the pieces are single men and move or jump diagonally forward only, from one black square to an adjoining black square. Men must never rest upon or cross a red square. Upon reaching your opponent's king row (the final row on the opposite side) your checker is "crowned" by placing another checker on top of it and it is then called a "king."

(Black Side)



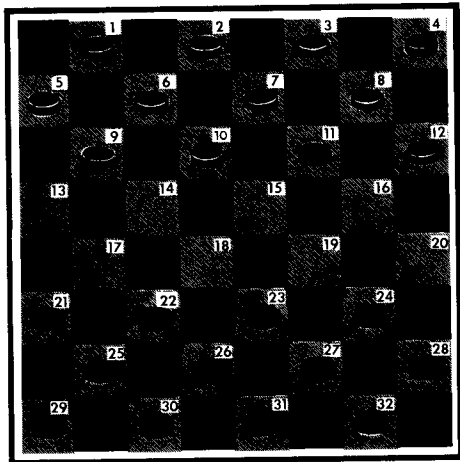
(Red Side)

Diagram No. 2

The Black King Jumps the Nine Men

## HINTS ON GOOD PLAY

(Black Side)



(Red Side)

Diagram No. 3  
The Numbered Board

## HINTS ON GOOD PLAY

### Some Secrets of Success

1. Play your men to the center of the board and avoid side moves, which, ordinarily, are weakening. The strongest initial move is 11-15; the weakest is 9-13.

2. Play from your single corner and attack your opponent's double corner. Keep your own double corner as strong as possible.

3. Having men stationed on, or controlling, squares fourteen and nineteen is good tactics (provided they are amply supported). These are two of the key squares in the struggle for control of the center of the board.

4. Maintain a "bridge": when you have red pieces keep men on squares 32 and 30; when you have blacks keep men on squares 1 and 3. This makes it more difficult for your opponent to get a king.

5. Always move with a motive or an over-all plan.

6. Be alert for a chance to sacrifice a piece in return for an opportunity to obtain a king.

7. Play with better players whenever you have the opportunity.

8. Study a good primer on the game and work over the games and problems of the masters.

9. *Play with deliberation.*

10. Don't get discouraged. Let defeat make you better—not bitter.

## FAMOUS OPENING TRAPS

(Run up the following games by reading the numbered chart shown on diagram No. 3. The dash between the numbers indicates the word "to": 12-16 means that you move the checker on square twelve to square sixteen. In this manner you can follow the game to its conclusion.)

● GAME No. ONE: 12-16, 24-19, 16-20, 23-18, 8-12 (this move loses; 10-14 draws) 19-15, 10-19, 18-14, 9-18, 22-8, 4-11, 27-24, 20-27, 31-8, etc. Red wins. Note that 11-16, 23-18, 16-20, 24-19, 8-11 is the same trap in a different guise. Many of these traps are *fundamental*, and by studying them you will be able to avoid other pitfalls of a similar nature.

● **GAME No. TWO:** 10-15, 22-18, 15-22, 25-18, 6-10, 29-25, 10-15, 25-22 (this move loses; 18-14 or 26-22 will draw) 15-19, 24-15, 9-14, 18-9, 11-25, etc. Black wins. This is one of the most common traps in checkers.

● **GAME No. THREE:** 11-15, 22-18, 15-22, 25-18, 8-11, 29-25, 4-8, 24-20, 10-15, 25-22, 12-16, 27-24 (this move and 28-24 both lose; 21-17 will draw) 16-19, 23-16, 15-19, 24-15, 9-14, 18-9, 11-25, etc. Black wins.

● **GAME No. FOUR:** 10-14, 23-19, 11-16, 26-23, 9-13, 24-20 (loses; 22-17 draws) 14-17, 21-14, 6-10, 20-11, 10-26, 31-22, 8-31 Black wins.

● **GAME No. FIVE:** 11-15, 22-18, 15-22, 25-18, 8-11, 29-25, 10-15, 25-22, 4-8, 24-19, 15-24, 28-19, 9-13, 18-14, 11-16 (loses; 6-9 draws) 14-10, 7-14, 22-17, 13-22, 26-10, 6-24, 27-4 Red wins.

● **GAME No. SIX:** 10-14, 24-20, 11-16, 20-11, 8-15, 28-24, 6-10, 22-17, 4-8, 17-13, 1-6, 23-19, 8-11 (loses; 15-18 draws) 26-22 Red wins. Here are the proper continuations: If 3-8, 22-17, 15-18, 19-15 Red wins; if 11-16, 24-20, 15-24, 20-11, 7-16, 27-11 Red wins; if 14-17, 21-14, 9-18, 24-20 Red wins.

● **GAME No. SEVEN:** 10-15, 23-19, 6-10, 22-17, 11-16 (loses; 1-6 draws) 17-13, 16-23, 13-6, 2-9 Red wins after 27-2.

● **GAME No. EIGHT:** 9-14, 22-18, 5-9, 25-22, 11-16, 24-19, 8-11, 29-25 (loses; 22-17 draws) 4-8, 27-24, 16-20, 31-27, 11-16, 19-15, 10-19, 24-15, 7-11, 22-17, 16-19, 17-10 (if 23-7, 3-19, 17-10, 6-31 Black wins) 19-24, 28-19, 9-14, 18-9, 11-18, 23-14, 6-31, 26-22, 12-16, etc. Black can win. Red had alternative moves at certain stages (after the losing move was made); the wins against them are not too difficult and you will discover them for yourself with a little study.

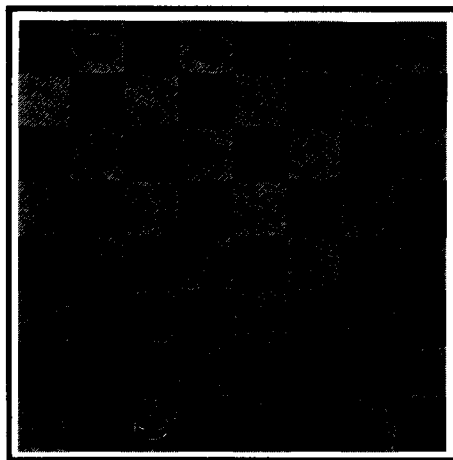
● **GAME No. NINE:** 11-15, 23-19, 8-11, 22-17, 4-8, 25-22, 9-13, 27-23, 6-9, 23-18, 9-14, 18-9, 5-14, 26-23, 2-6 (1-6 is the correct move) 24-20, 15-24, 28-19, 11-15 (this loses; 6-9 still draws narrowly) 20-16, 15-24, 22-18, 12-26, 18-2, 13-22, 2-4, etc. Red wins.

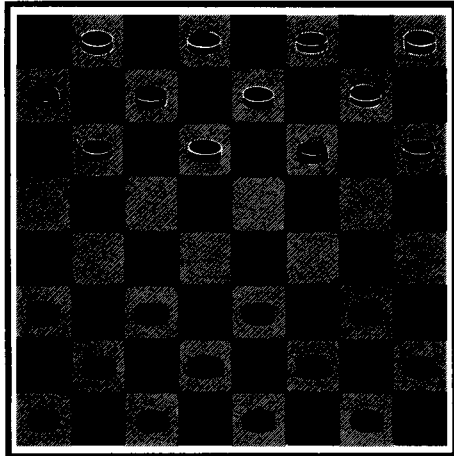
● **GAME No. TEN:** 10-15, 23-18, 12-16, 21-17, 9-13, 24-20, 16-19, 17-14, 6-9, 27-24, 1-6, 32-27, 8-12, 25-21, 12-16, 27-23, 6-10, (loses; 7-10 draws) 21-17, 4-8, 29-25, 8-12, 25-21, 3-8, 30-25, 2-6, 31-27 Red wins. Not a single man has been exchanged on either side. This is known as a block position.

## MORE GAMES TO PLAY WITH CHECKERS

### FOX AND GEESE

Place four red men (the geese) on the black squares in one king row of the checkerboard. Place a black man (the fox) on any black square in the opposite king row. (See diagram.) Either side moves first. The geese try to corner the fox so that he cannot move. The fox attempts to break through the line of geese and move to the opposite king row. The geese may move forward only, but the fox may move either forward or backward. Neither fox nor geese may jump. The game is over when the geese have cornered the fox or when the fox slips past all of the geese.



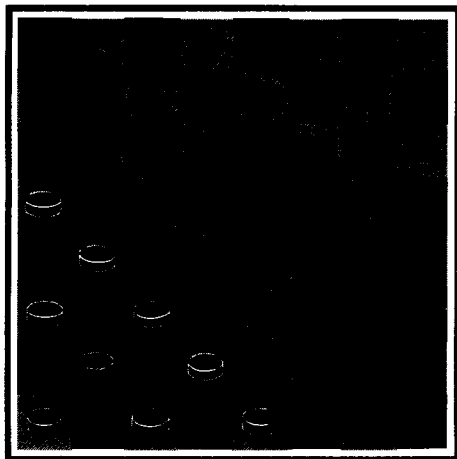
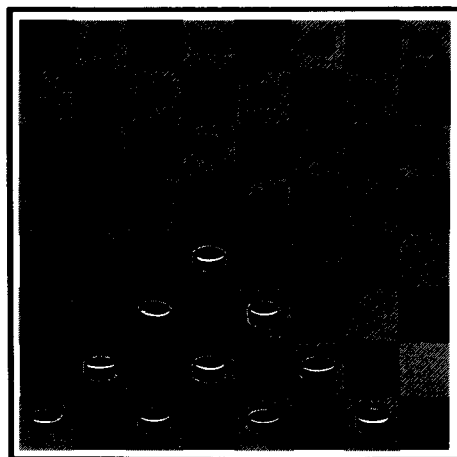


## GIVE AWAY

Place men in the standard checker positions and use standard rules. There are two exceptions. The object of this game is to force your opponent to jump your men. Each player must jump when he can and must make the jump that removes the most men. The first player to lose all his checkers wins.

## SHIFTING PYRAMIDS

Form a pyramid with ten red men at one side of the board and a pyramid with ten black men at the opposite side. Only black squares are used for the game. Players move their men forward, either by single spaces or by jumping *their own* or *opponent's* men, in a single or a series of jumps. Men that are jumped are not removed from the board. The winner is the first player who first re-forms his pyramid on the opposite side of board.



## CORNER CHECKERS

Place nine men of each color in the positions indicated on the diagram. Follow rules for standard checkers with these exceptions: men may move and jump sideways; a king can be made only in the opposite corner black square. The object of the game is to eliminate opponent's men.

## GOBAN

Players take turns placing one man at a time on either red or black squares anywhere on the checkerboard. The first to place five of his men in a row, diagonally, horizontally, or vertically, wins.

