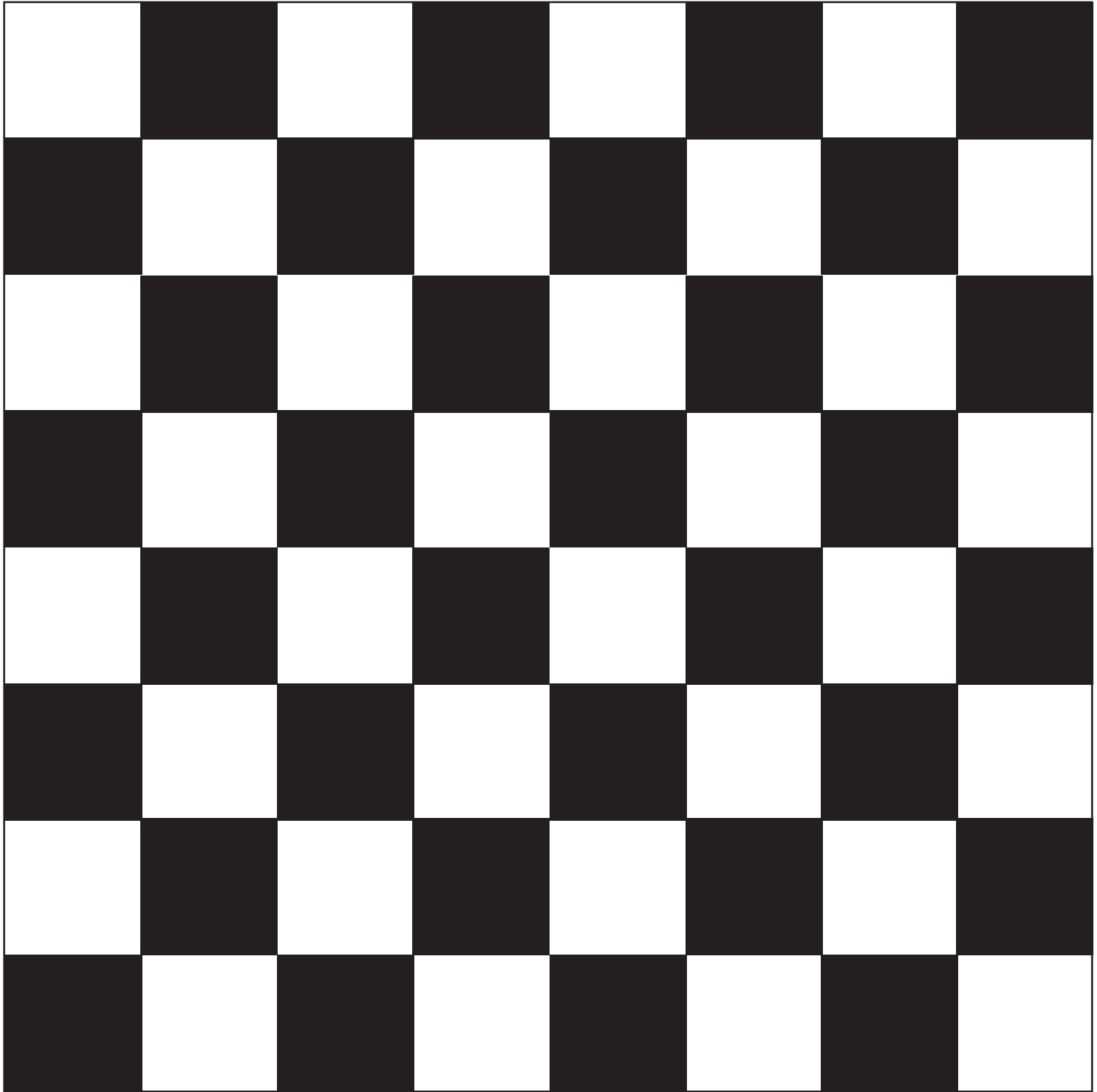




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DREADFUL DRAUGHTS

YOU WILL NEED: scissors, cardboard, glue, and a friend to play with.

GETTING READY:

1. Glue the draughts board and pieces onto cardboard.
2. Cut the board out, and then cut out each piece. You may need to ask an adult to help you.
3. Put the draughts board between the two players, so that the right-hand corner square nearest each player is white.
4. You use 12 counters to play draughts. The extra pieces are spares. Put your pieces on the 12 black squares nearest to you (see below).
5. Toss a coin (or play rock, paper, scissors) to decide who should go first. Then take it in turns to move your pieces.

PLAYING DRAUGHTS:

1. You're only allowed to move on the black squares, so pieces always move diagonally. You can only move forwards (toward your opponent) unless one of your pieces has become a King (see 6).
2. A piece making a non-capturing move (not involving a jump) may only move one square.
3. You can capture one of your opponent's pieces if it's in a square diagonally next to the one you're in, and the square next to them on the other side is empty. You capture the piece by jumping over your opponent's piece into the empty square. You can only capture one piece in a single jump. But if you can capture another piece from the place where you land, you can jump again and again until you can't capture any more pieces (or you reach the other end of the board).
4. When a piece is captured, it is removed from the board.
5. If you can capture your opponent's piece, you have to - the jump must be made. If you can capture more than one piece, you can choose to capture whichever you prefer.
6. When a piece reaches the opposite side of the board, it is crowned and becomes a King. Put an extra piece, the same colour as the King, on top of the King counter.
7. Kings still have to move diagonally, but they can move backwards as well as forwards.
8. Kings may combine jumps in several directions - forwards and backward - during the same turn. Single pieces must always jump forwards (toward the opponent).
9. A player wins the game when their 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 their pieces are blocked in.

