

Dame 100

(Checkers 100 / Draughts 100)

Classic strategy game for 2 players aged 8 and up

Dame 100 is also often known as **International Checkers (International Draughts)** as it is played according to worldwide convention. Moreover there exist innumerable much older variants in many countries.

Components

- a square grid game board having 10 x 10 spaces
- 2 x 20 white and black pieces

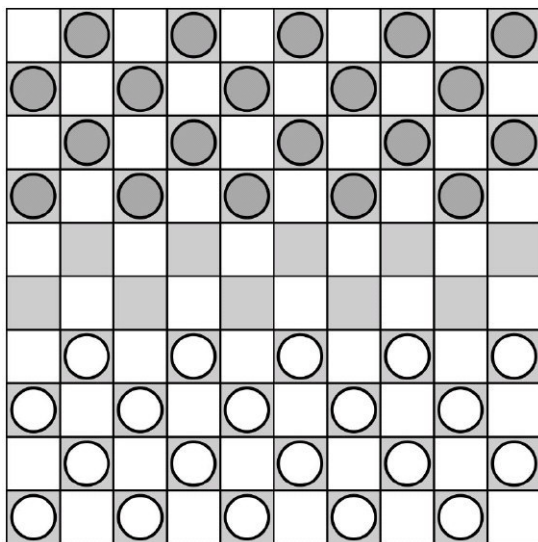
Game Board

The game is played on a square grid board having 10 x 10 spaces.

The board is laid out so that the lower left corner as seen by White is dark space.

The game is played only on the dark spaces. (To achieve better contrast with the pieces, players can of course agree – contrary to the official rules – to play only on the light spaces.)

In the beginning players set their pieces on the first 4 rows of the board.



The initial set up.

Goal of the Game

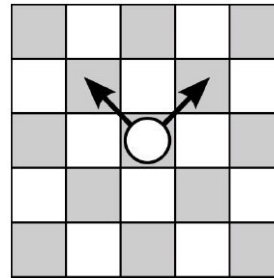
Players try to capture the opposing pieces or prevent them from moving.

Playing the Game

Each player selects a color. White takes the first turn.

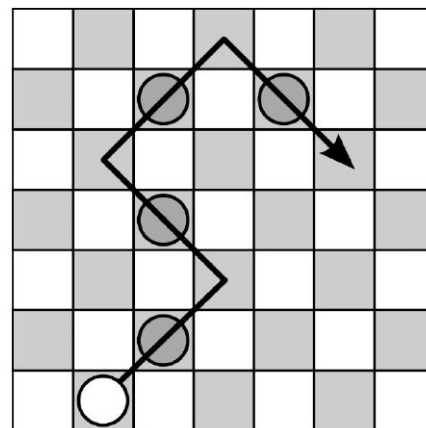
There are two possible turn options:

- A piece **moves** 1 space diagonally forward.



A piece moves diagonally forward 1 space.

- A piece **jumps** diagonally forward **or** backwards over 1 opposing piece and ends on the empty space on the opposite side. When the turn is over, and only then, the captured piece(s) is(are) removed from play.



Jumping may occur either forward or backward.

Multiple Turns

If after a capture a piece could immediately perform another jump, it **must** do so. The turn does not end and **no captured pieces are removed until** no more captures are possible for the moving piece.

No piece may be captured – jumped over – more than once in a turn, although the same vacant space may be entered more than once.

Capture Is Required

If one or more opposing pieces can be captured, the player **must** do so.

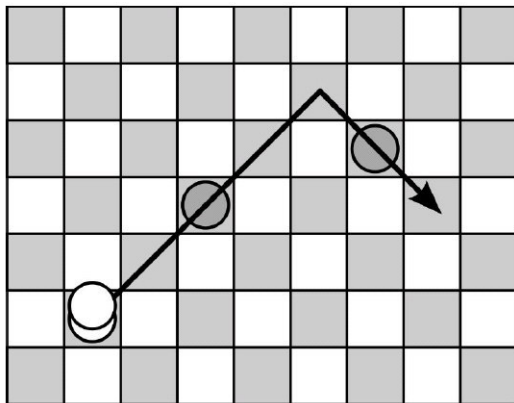
In addition, the player **must** make the move that would capture the most pieces possible in the current turn.

In the case where there are multiple ways to capture the most pieces, the player has the choice of which one to perform.

Kings

When a piece reaches the last row opposite the side on which it started, it becomes a King. This is shown by placing a second piece not in play on top of it.

Note: A piece which during capture reaches the last row, but then moves backwards because it must capture another piece does not become a King.



Kings are not required to land directly behind a captured piece.

Kings move forward or backward any number of squares on a diagonal line to an unoccupied square. Kings capture from any distance along a diagonal line by jumping, forward or backward, over an opposing man or king with at least one unoccupied square immediately beyond it. The capturing king then lands on any one of these unoccupied squares (except may not jump over the same opposing piece or king more than once) and continues jumping, if possible, either on the same line, or by making a right angle turn onto another diagonal line. Kings may never jump over checkers of the same color.

When there is a choice between several moves, the King does not receive any special preference.

Illegal Moves

If the opponent takes an illegal turn (forgetting, for example, to capture or capturing too few pieces) the player **may** demand that this turn be re-done.

End of the Game

If a player on his turn cannot take any legal action, he has lost the game. If the situation arises that neither player can win, the game is a draw.

For More Information

Interessengemeinschaft Damespiel in Deutschland (Checkers/Draughts Interest Group of Germany)

<http://www.dame-online.de>

English readers may wish to search the Worldwide Web for "Checkers 100" or "International Checkers".