

LETS DO SOMETHING

Game 25.



DRAUGHTS

Instructions



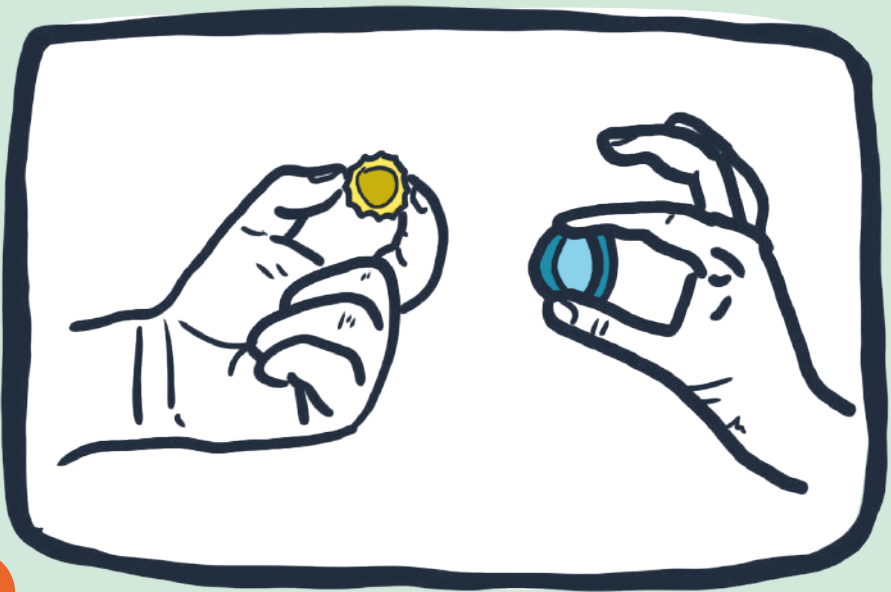
Introduction:

The goal of Draughts is to capture your opponent's pieces. You do this by jumping over them, which removes the piece from the board.

The game will end if 1 player loses all their pieces

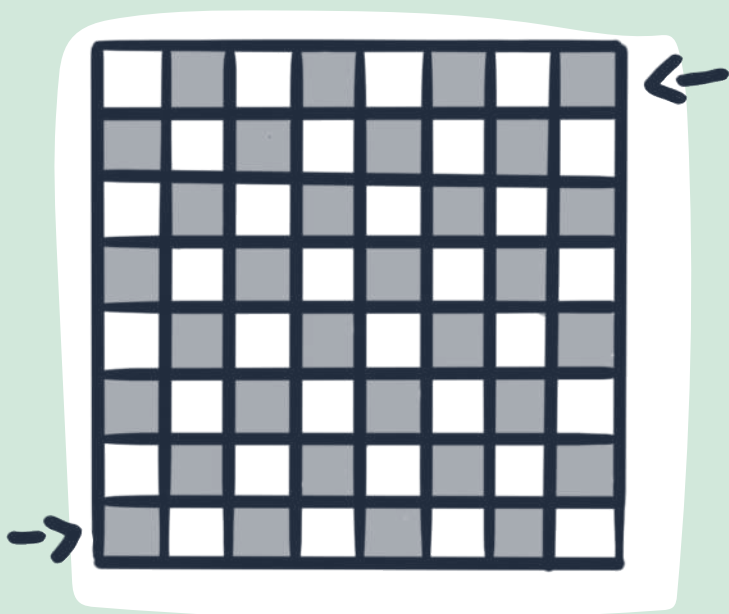
Materials:

Draughts Board(Game 24), 24 Bottle Caps (12 in one colour, 12 in a different colour)



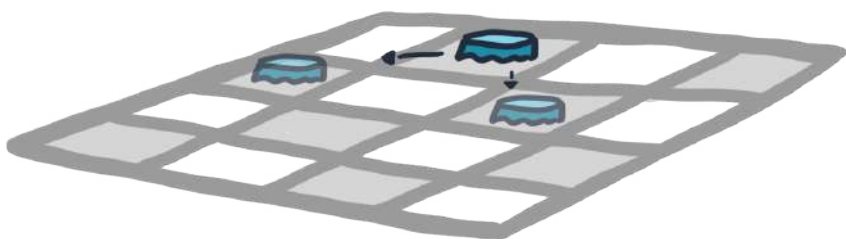
1

Have each player choose a colour and decide which end of the board to play on. Each player will have 12 pieces. They should lay the 12 pieces out on the board's coloured squares. Now start playing



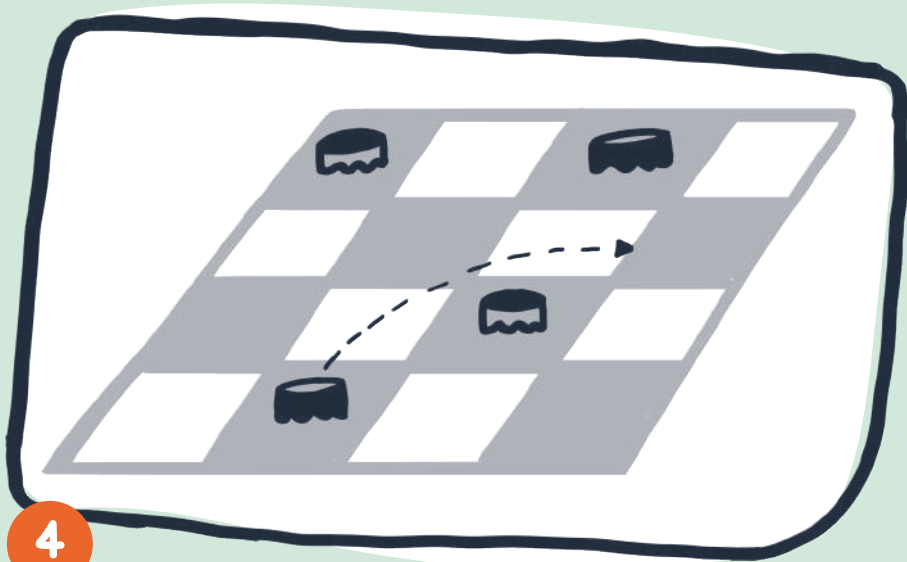
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The rows at the end of the board
(the ones closest to each player)
are called the King's Row



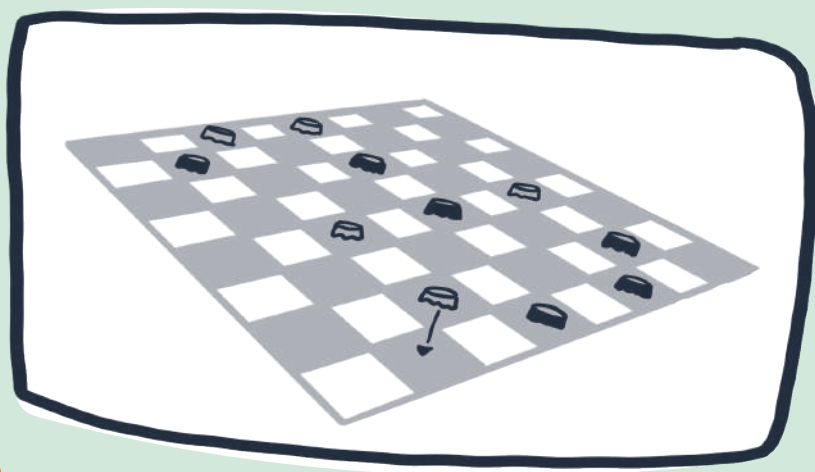
3

During your turn, you can move one
piece on the board. Regular pieces can
only move forward in a diagonal motion



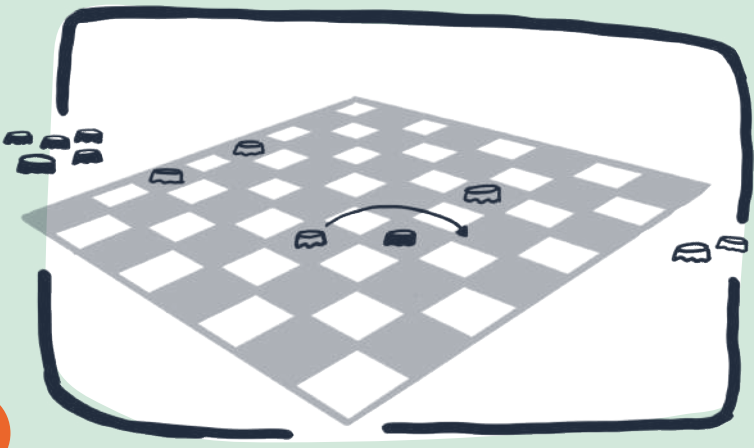
4

You aim to capture your opponent's pieces; this is done by jumping over them. If you can jump in Draughts, you must do it. you can only do this if there is a space your piece can jump to



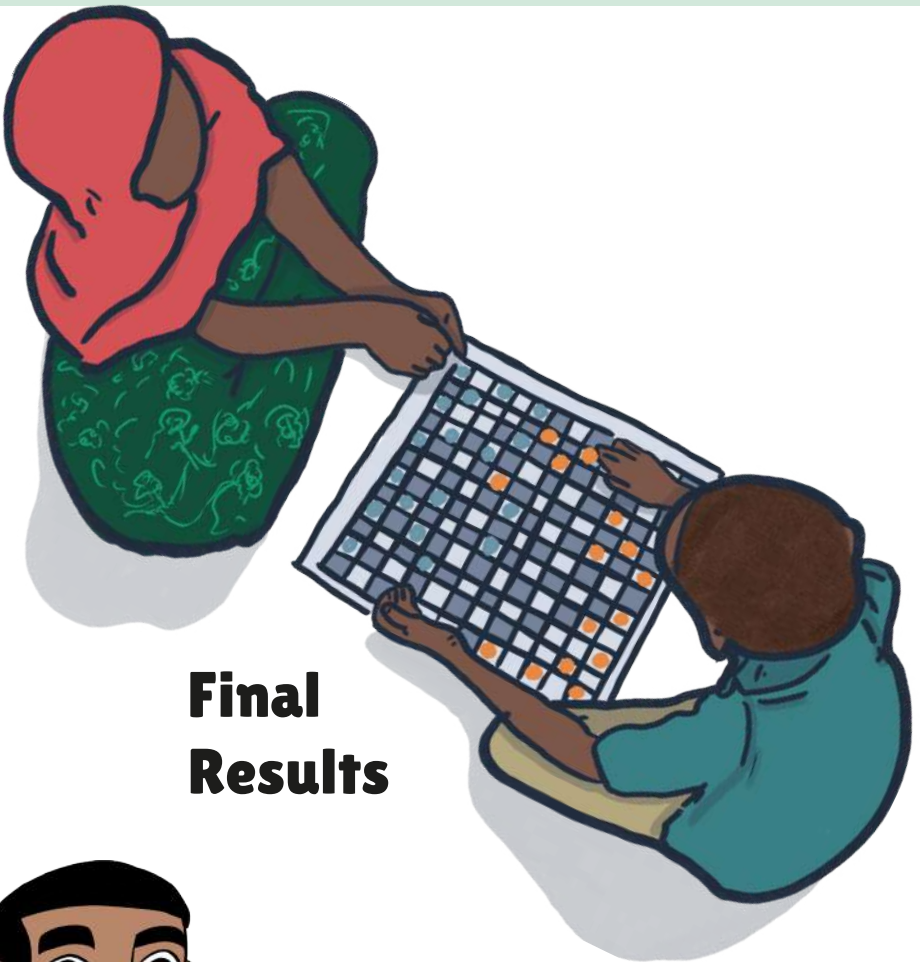
5

Making Kings: If you manage to move one of your pieces to your opponent's King Row, you can transform it into a King. A King piece can move and jump both forward and backwards



6

A game of Draughts will end if one player captures all of their opponent's bottle caps or leaves their opponent with no room to make any moves



**Final
Results**



**NEXT GAME :
26. Hungry Toss**