

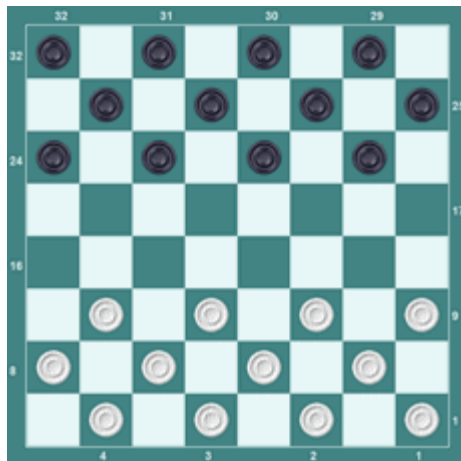
# Portugal Classical Draughts Rules

## Origin

This game is considered the more ancient variant of the game still played. It is practiced in the Iberian Peninsula, north of Africa and many countries of South and Central America.

## Board and pieces

8x8 draughts board with lower right dark corner. Each player starts with 12 men (white and black) placed on the first 3 rows. Dark squares are used.



## Men´s moves

They move and capture only diagonally forwards.

## Kings moves

Any number of squares, diagonally forwards or backwards.

## **Maximum capture compulsory**

If there are two or more different chances to make capture, it is compulsory to make the move that captures the maximum amount of the opponent's pieces.

## **Quality capture compulsory**

If there are two or more different chances to make a maximum capture, it is compulsory to choose between them the move (or one of the moves) that captures the maximum amount of kings.

## **Particularities about the end of the game**

- When each player has made 20 king moves, without advancing any man nor doing any capture, the game ends in a draw
- When one player has 3 kings, at least one of them placed in the main diagonal, and the opponent only has one king, the game ends in a draw if the victory is not achieved in 12 turns

## **Random opening**

When the random opening is used, the two first moves are made randomly between 43 possible options. The goal is to avoid players repeating too much frequently the same openings.