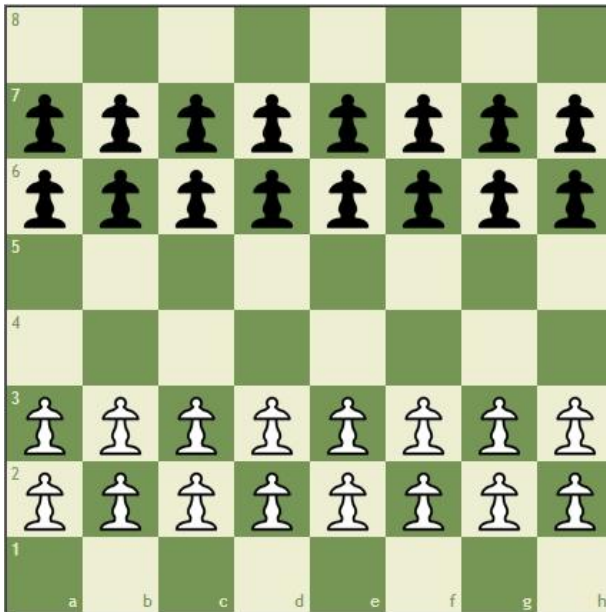


Turkish Draughts

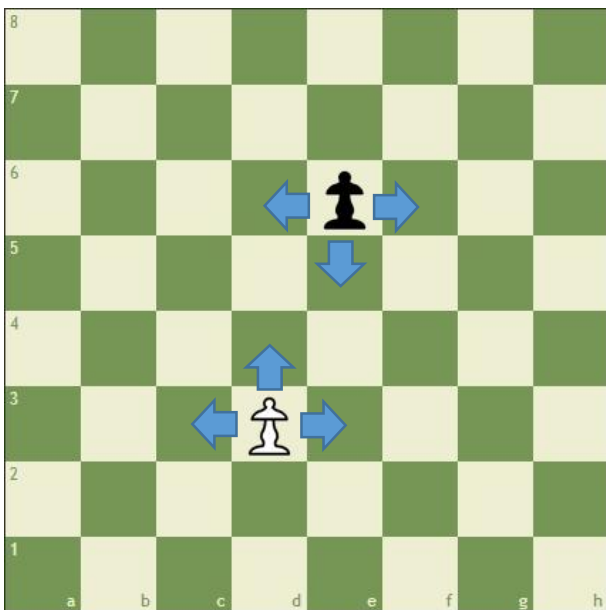
Goal of the game is the same as other draughts games – to deprive the opponent of mobility. It means that opponent has no pawns/kings on the board or he is blocked and can't make a move.

Draw is possible upon opponent's agreement or if position is one against one.

Beginning position:

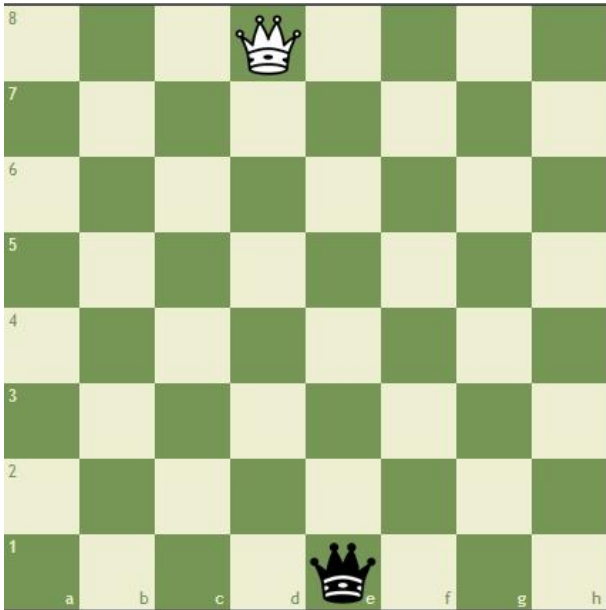


Making move

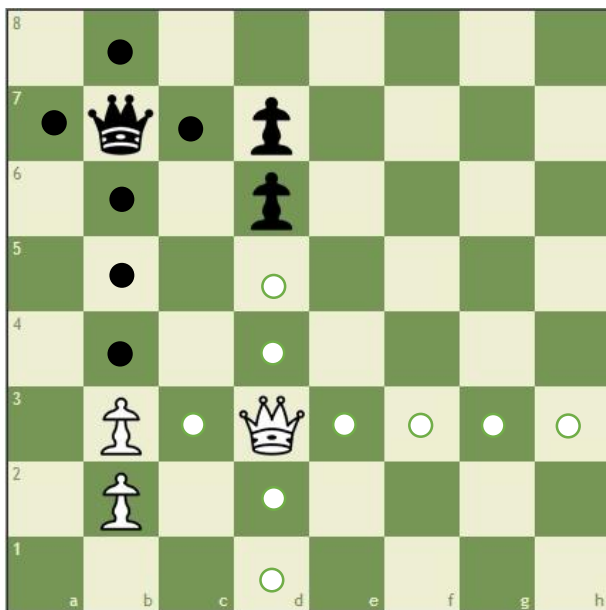


One square forward or sideways.

When a man reaches the back row, **he becomes a DAMA** (king) since next move.



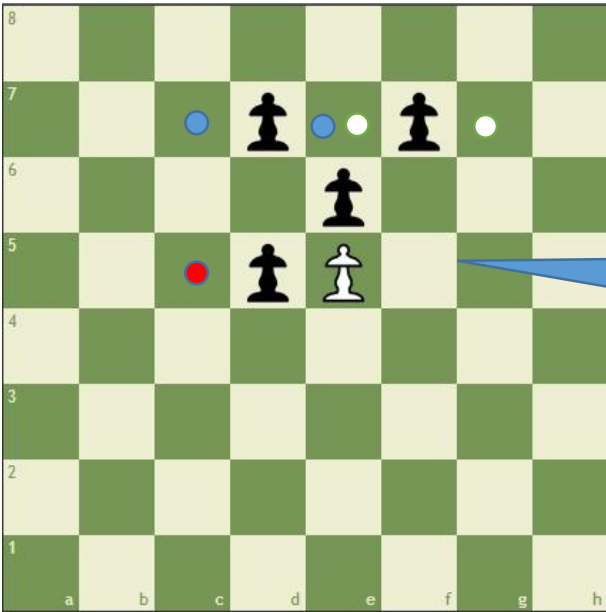
King can move forward or sideways on any free place:



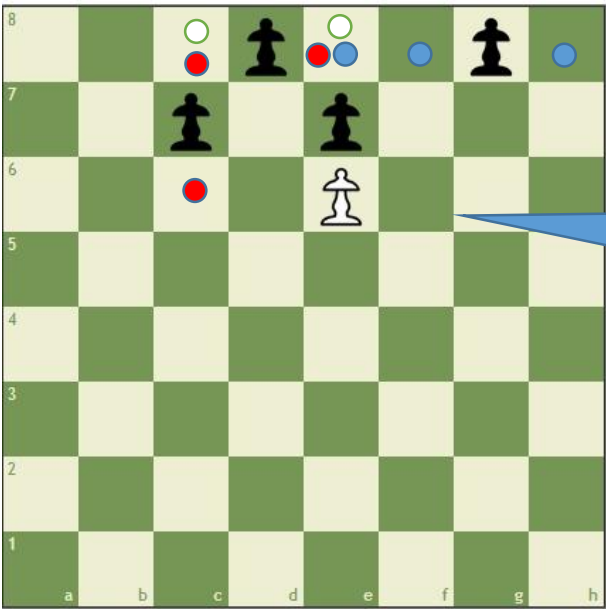
Capturing

- Capture is mandatory
- If multiple options are possible, the one that captures the most pieces must be chosen. No difference if it's king or pawn capturing.
- Men can't capture back
- Pawns are removed immediately upon capture!

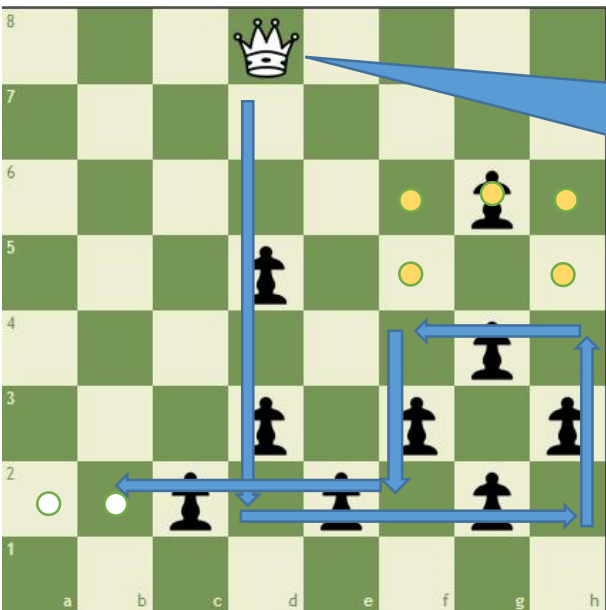
Examples:



Only blue and white possible.
Red way is invalid.



Only white is correct.
Red is impossible (men can't capture back).
Blue is impossible (men becomes KING from next move)



White king capturing 8 of 9 black man with finish on square b2 or a2. This is because the rule that "Pawns are removed immediately upon capture".
Yellow way (taking g6 instead of g4) also correct