



RECREATION AT HOME

Checkers Game Variations

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Add some excitement to your game of checkers by trying these different and challenging variations.

Time to complete: 30mins+

Materials Needed:

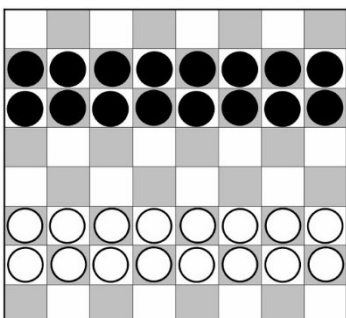
- Classic Checkers Game
- Knowledge of how to play
- Good Sportsmanship
- Don't have checkers? Download the template we've provided.

Age Group: 4yrs+

Variations:

1. Giveaway – This variation follows the same rules as conventional checkers, except the objective is to get rid of all your pieces first. If your checker is in a position where your opponent can jump it, they must take their turn and jump your piece. The first player to lose all of their pieces wins.
2. Fox and Geese – Using only the black squares. Set up four red pieces (the geese) on one king row and set up one black piece (the fox) on the opposite king row. The object of this game is for the geese to surround the fox so they cannot move. While the fox tries to break through the geese and move to the opponent's king row. The fox or geese can go first, it doesn't matter. Geese can only move forward while the fox can move forward and backwards. Neither the fox nor geese can jump squares. The game ends when the geese corner the fox and he cannot move or if the fox reaches the opponents king row.
3. Corner Checkers – For this variation turn the board so it is in a diamond shape and a corner on the board is pointing towards each player. Each player will place nine of each colour on the board, using the black spaces. The objective remains the same as the standard rules, eliminate all your opponent's pieces. With two small exceptions. One, players can move and jump sideways, and a king may only be crowned in the opposite corner square.
4. Goban – This variation is similar to connect four but using a checkerboard. Using either the red or black squares (you decide), take turns placing your pieces on any square on the board. The first person to place five pieces in a row either horizontally, vertically, or diagonally, wins the game!
5. Turkish Draughts – This variation follows the same rules as conventional checkers, except the pieces move horizontally and vertically instead of diagonally. Single pieces can move one space at a time while Kings can move any number of spaces.

Set-up the board the same as the image below:



6. Armenian Checkers – Same rules as Turkish Draughts, but Kings can MOVE diagonally but only capture vertically or horizontally.
7. Tournament – Have a checkers tournament where the winners play the other winners until there is a final round.

Fun Fact: Checkers is called “draughts” in many other countries around the world!

