

“TÜRK DAMASI”



# TURKISH CHECKERS RULES

Atila Zeybek

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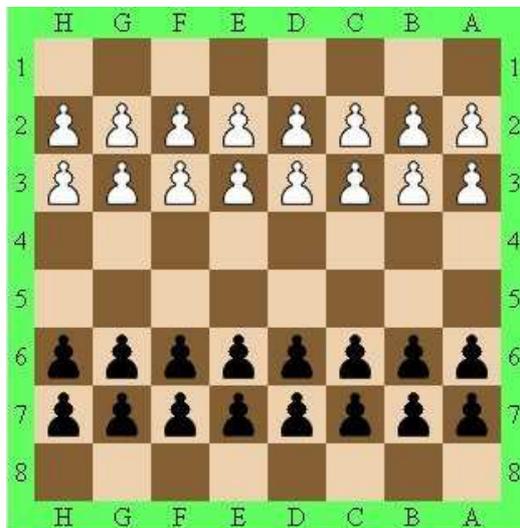
## Initial Position Of Pawns and The Goal

### *The Goal Of The Game*

The goal of the Turkish Checkers is to capture all opponent's pieces. Each player tries to obtain positional advantage while preparing forced moves for the opponent. Forced moves can be produced by using "Maximum capture is mandatory" rule. The goal of each piece is to reach to the last row and become a DAMA (king) who can move to the left, right, up and down and jump multiple squares.

### *Initial Layout*

Turkish Checkers is played on a standard 64 square chess board, with 16 black and 16 white pieces. Each player has 16 pieces. White pieces are located as a double row on the second and third row. Similarly, black pieces are located on the sixth and seventh row. 1st, 4th, 5th and the 8th rows are left as blank.



## Moves

### *Moves Of the Pawn*

A pawn can move to left, right and forward direction with one square each time. Pawns can also jump through the same directions. Pawns never move or jump to the backward direction. Pawns become a DAMA (king) when they reach to the last row.

### *Moves of the Dama*

DAMA (king) has multiple squares movement, left, right, forward, backward movement and multiple jumping abilities. During the multiple captures, DAMA may have "L" type movements and change the direction (except the reverse direction) after each jumping over the opponent pawn. If the DAMA jumped through the forward direction, next jumping can not be a backward direction. Similarly, left jumping can not be followed by the right jumping.

## Rules Of The Game

- 1-If there is a single or multiple capture, the player must capture all possible opponent's pieces in the same move.
- 2-If there are multiple and equal capture possibilities, the player may choose any of them.
- 3-If there are multiple and unequal capture possibilities, the player must capture the maximum amount of pieces. DAMA (king) has no priority over pawns for the maximum capture rule.
4. A player must play with the pawn that is lifted by the player. To cancel or giving up the movement and relocate the related pawns to their original positions is forbidden.
- 5-A pawn that reaches to the last row, with the normal move, obtains the DAMA (king) property, after the opponent's next move. If a pawn jumps to the last row, it can continue to capture as a pawn, if there is an opponent's DAMA (king) near to jumped square.

### Optional Rules for Gentlemen

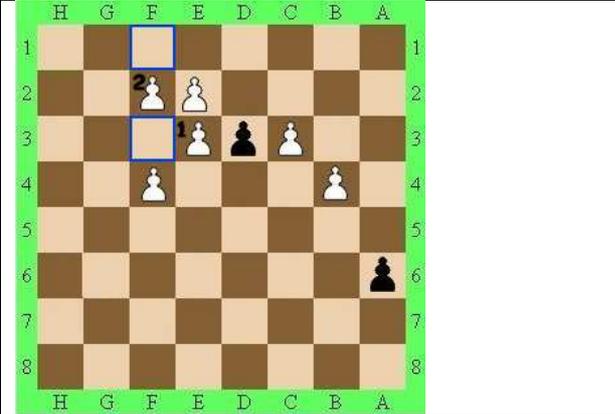
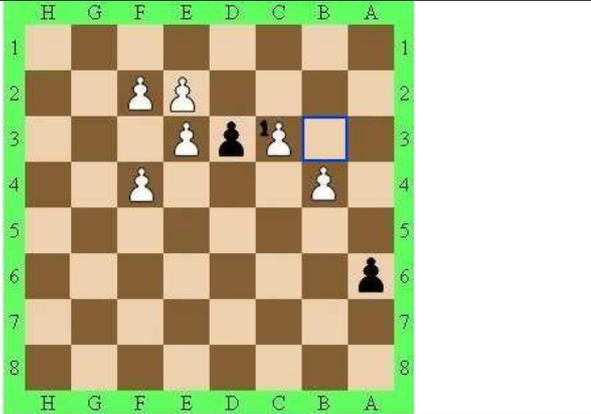
- 1- When requesting opponent's pawns, the player should inform the opponent and say "I will capture these pieces".
- 2- When a pawn reaches seventh row, the player should inform the opponent and say "This pawn will be a DAMA (king)". When a pawn reaches to the last row, we should inform and say "It is a DAMA (king)".

These optional rules currently applied by Turkish Checkers masters in Turkey. During the long history, these rules became the behavioral culture of the masters as a result of their rich social communications. These optional behaviours also show the politeness of players and the grace of Turkish Checkers.

### Examples

Example 1 - Maximum capture is a must.

In this position, black pawn (d4) requests 2 pawns on the left and 1 pawn on its right direction. 2 pawns must be captured.

	
Right capture.	Wrong capture.

Example 2 - Maximum capture is a must.

	
<p>Right capture: Black pawn must capture 1st, 2nd, 3rd, 4th and 5th pieces.</p>	<p>Wrong capture: Black pawn must capture 5 pieces.</p>

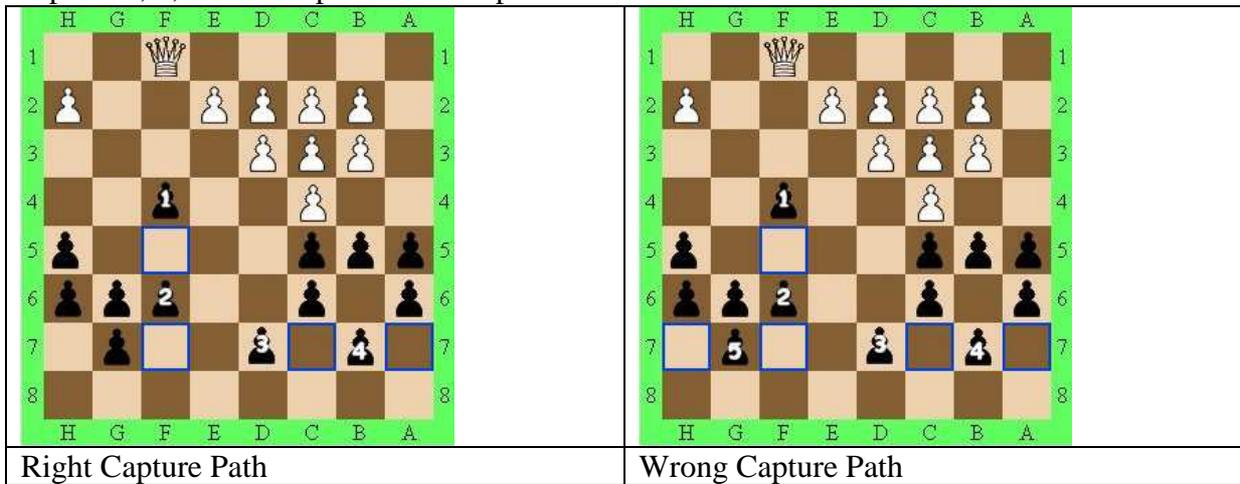
Example 3 – L Style Captures

In this position white Dama (king) at F1 will capture 8 pieces. And there are two alternative ways to capture 8 pieces. The player can choose any path but has to capture 8 pieces. You can also see the “L” style movements of the Dama.

	
<p>White Dama captures 1,2,3,4,5,6,7 and 8th pieces in order.</p>	<p>You can see the second alternative “L” style capture path for the same set of pieces.</p>

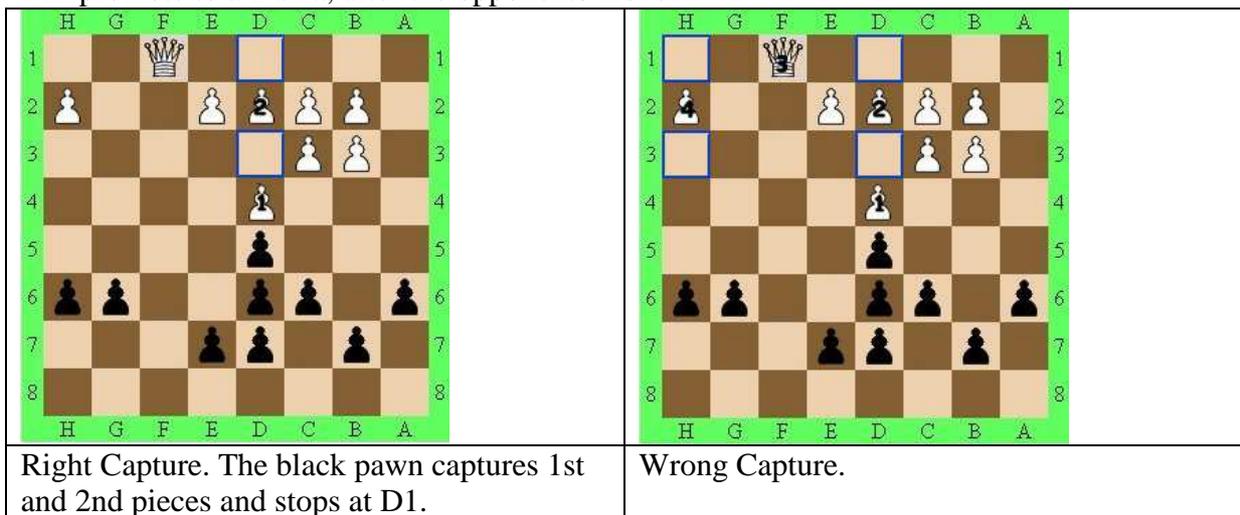
Example 4 – reverse direction

In this example, we can see the forbidden reverse direction capture. The white Dama will capture 1, 2, 3 and 4th pieces and stops at A7.



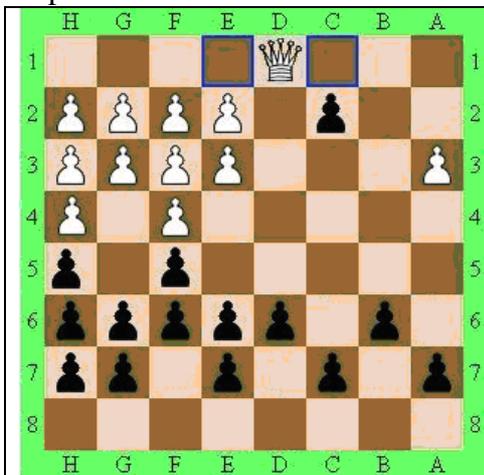
Example 5 – Capture through the Dama Row.

In this example, the black pawn will capture two pieces and will stop at D1. This black pawn will promote to a Dama, after the opponents move.



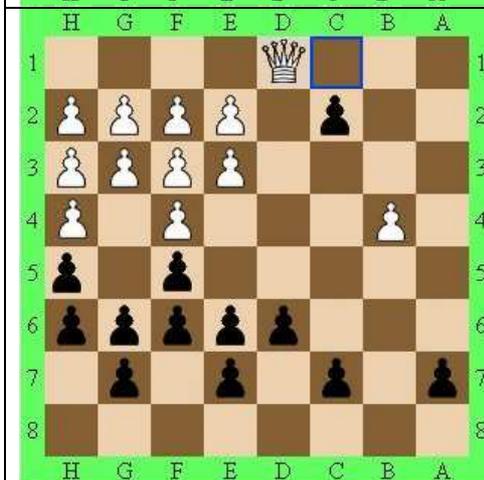
Example 6 – Moving through the last row

A black pawn at C2, moves through C1 without capturing any piece. This black pawn can not capture the white Dama at D1 and stops at C1. Because it is now white pawn's turn.



It is black's turn.

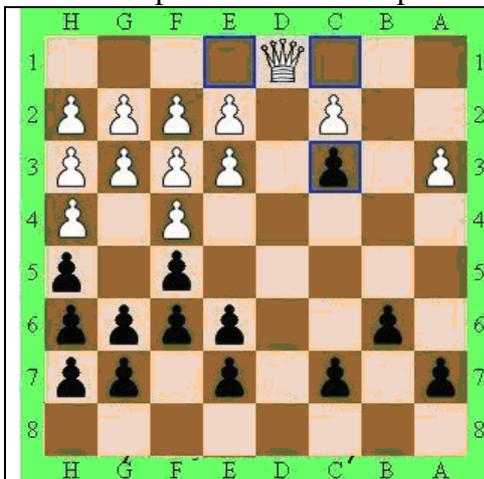
The black pawn will move to Dama Row, but can not capture D1 and stops at C1. Then it is white's turn.



It is black's turn again. But the white Dama requests 3 black pawns (d6, e7, g7) on left side and 2 black pawns (d6, c7) on right side. The black pawn at C2 moves to C1 and promotes to Dama. It is now white's turn. The white Dama has to capture 3 pieces at d6, e7 ve g7 and can not capture c1, a7 or d6, c7.

Example 7 – Moving through the Dama row by capturing.

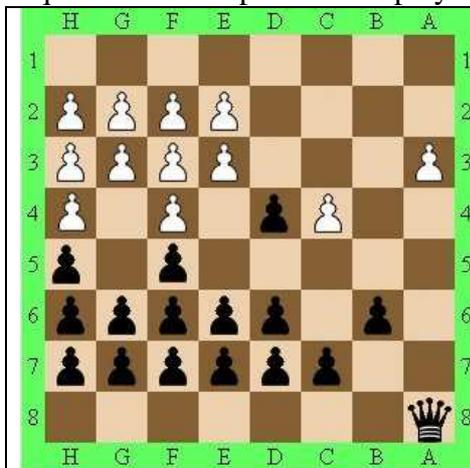
The black pawn at C3 will capture C2 and D1 as a normal pawn, in the same move.



It is black's turn. And the pawn at C3 will capture C2 and D1 and stops at E1. This black pawn promotes to a Dama after the white's turn.

Example 8 – An equal capture with the normal pawn and the Dama.

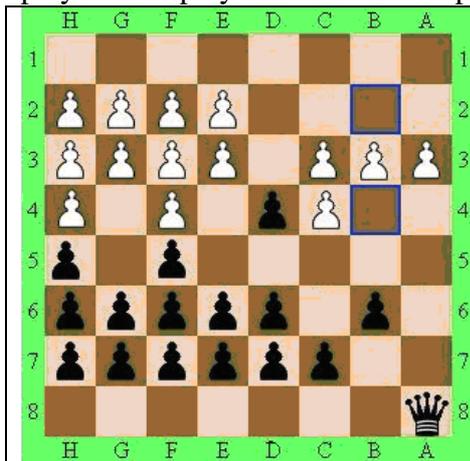
This example shows us, it is black's turn and there are two alternative capture paths with an equal number of pieces. The player may choose any path as he/she wish.



It is black's turn and the player may play with D4 or A8. The Dama located at A8 has no priority compared to the pawn located at D4. Because, the number of pieces to be captured are equal. The player may choose either (d4xc4) or (a8xa3).

Example 9 – A normal piece captures more than the Dama.

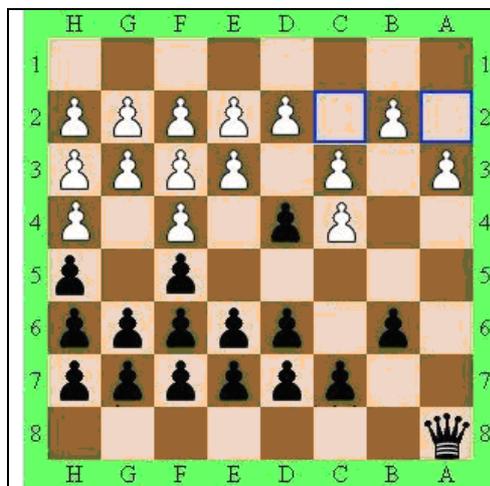
When the number of captured pieces with a normal pawn, is more than the Dama can, the player must play with the normal pawn.



It is black's turn. The player can capture 2 pieces with the pawn at d4 (d4xc4xb3) and 1 piece with the Dama at a8 (a8xa3). Since the maximum capture is a must, the player has to play with d4.

Exampe 10 – A Dama captures more than a normal pawn.

When the number of captured pieces with a Dama, is more than a normal pawn can, the player must play with the Dama.



It is black's turn. The player can capture 2 pieces with the Dama at a8 (a8xa3xb2) and 1 piece with the pawn at d4 (d4xc4). Since the maximum capture is a must, the player has to play with a8, although, this Dama will be captured by the white player on the next move.

## The End of The Game

### *Winning the Game*

When a player captures all opponent's pieces, he/she wins the game. A player in a weak position with the less number of pieces, may decide to withdraw and the opponent wins the game again.

### *The Draw*

When both players have just one piece left (Dama or pawn does not matter), the game ends with the draw. Separately, a player, may suggests a drawn to the opponent. If the players agree to finish the game with the drawn, the game ends with the draw. Finally, if the same position is encountered 3 times, the game ends with the draw.