

Crowntales — Activity Book

A Spark & Anvil activity book — puzzles, questions, and fun from Crowntales.

Write in the book, circle your answers, and check the Answer Key at the back.

1. movement

Circle the correct answer

1. In checkers, an ordinary man moves:
(A) one square diagonally forward (B) in any direction (C) one square straight forward (D) two squares sideways
2. Checkers pieces are played only on the:
(A) edge squares only (B) dark squares (C) both colours (D) light squares
3. A man that is NOT capturing moves:
(A) sideways (B) forward or backward (C) backward only (D) forward only (not backward)
4. An ordinary man moving to an empty square travels:
(A) two diagonal squares (B) three squares (C) exactly one diagonal square (D) one straight square
5. A man on a dark square has at most how many forward diagonal move squares (empty board, not on an edge)?
(A) 4 (B) 1 (C) 3 (D) 2
6. A man on the side edge of the board can move forward to:
(A) zero squares (B) two squares (C) three squares (D) only one diagonal square

Write the answer

7. Diagonal movement means the piece changes:
Answer: _____
8. Two players' men move toward:
Answer: _____
9. A man cannot move onto a square that is:
Answer: _____

10. Because men move diagonally, they always stay on:

Answer: _____

Match each question to its answer

1. Slant's signature is that he: →
2. On an 8x8 board, each player starts with how many men? →
3. A legal non-capturing move requires the destination to be: →
4. If both forward diagonals of a man are blocked, that man: →
5. Controlling the center of the board is valuable because a man there has: →

- (A) cannot move this turn
 - (B) more diagonal options + reach
 - (C) only ever moves along a diagonal
 - (D) 12
 - (E) an empty diagonal-forward square
-

2. capturing

Circle the correct answer

11. To capture, a man jumps **DIAGONALLY** over an adjacent enemy into:
(A) the enemy's square (B) any empty square (C) the empty square just beyond
(D) a light square
12. In standard checkers, if a jump is available, you:
(A) must move backward (B) may skip it (C) must take it (forced capture) (D) lose a turn
13. A captured enemy piece is:
(A) crowned (B) returned later (C) moved to a corner (D) removed from the board
14. You can jump an enemy only if the square **BEYOND** it is:
(A) the edge (B) empty (C) a light square (D) occupied
15. If you have **TWO** possible jumps, the forced-capture rule says you:
(A) may make a simple move instead (B) skip your turn (C) must make one of the jumps (a jump, not a simple move) (D) must take both at once
16. A man can capture an enemy that is:
(A) straight ahead (B) diagonally adjacent (C) behind a king only (D) two squares away

Write the answer

17. Leapford's signature move is that he:

Answer: _____

18. An ordinary man captures in which direction?

Answer: _____

19. After a single jump, the capturing man lands:

Answer: _____

20. If a simple move and a jump are both available, you must play:

Answer: _____

Match each question to its answer

1. Forcing an opponent to jump can be a TRAP because: →

2. You may NOT jump your OWN piece. You may only jump: →

3. If no jump is available, a man makes: →

4. Why does the forced-capture rule make checkers deeper? →

5. A landing square beyond an enemy is occupied by another enemy. Can you jump?
→

(A) no — the landing square must be empty

(B) an enemy piece

(C) it lets you plan by controlling the opponent's forced replies

(D) a simple diagonal move

(E) their forced jump may leave them open to your bigger capture

3. capturing

Circle the correct answer

21. If, after one jump, the SAME man can jump again, it:

(A) moves backward (B) must continue jumping in the same turn (C) is crowned
(D) stops and ends the turn

22. In a double jump, one man captures:

(A) two enemy pieces in a single turn (B) two pieces on two turns (C) one piece
twice (D) no pieces

23. A multi-jump can change direction (e.g., forward-left then forward-right) as long as:

(A) it stays on one diagonal (B) it never turns (C) it goes straight (D) each individual jump is legal

24. Skipjack's signature is:

(A) never jumping (B) moving sideways (C) one jump only (D) chaining several jumps in a single move

25. During a multi-jump, you must keep jumping while:

(A) another capture is available for that man (B) you feel like it (C) the man is a king (D) the turn allows

26. Three enemies set up in a zig-zag with empty landing squares let a man capture:

(A) only one (B) only two (C) none (D) all three in one multi-jump

Write the answer

27. A multi-jump is powerful because it:

Answer: _____

28. If after a jump the man reaches the far rank AND could jump again, in American checkers it:

Answer: _____

29. You may choose the START of a multi-jump among options, but once started you:

Answer: _____

30. Setting up your own pieces to enable a future multi-jump is:

Answer: _____

Match each question to its answer

1. A single man completing a triple jump captures how many enemy pieces? →

2. The landing square after each leg of a chain must be: →

3. Multi-jumps make the forced-capture rule even sharper because: →

4. If two different multi-jumps are available (in American checkers), you may: →

5. A man mid-chain that has NO further legal jump: →

(A) empty

(B) one mistake can lose several pieces at once

(C) choose which chain to take

(D) 3

(E) ends its turn where it landed

4. promotion

Circle the correct answer

31. A man is crowned a king when it reaches:

(A) the far edge (opponent's back rank) (B) any edge (C) the center (D) its own back rank

32. A king is shown by:

(A) removing it (B) turning it sideways (C) a light square (D) stacking a second piece on top (a crown)

33. Kingsley's signature is:

(A) never advancing (B) moving sideways (C) staying a man (D) reaching the far rank and being crowned

34. After crowning, a king can move:

(A) diagonally forward AND backward (B) only forward (C) only backward (D) straight

35. Reaching the king row is valuable because a king is:

(A) frozen (B) more powerful than a man (C) weaker (D) removed

36. In American checkers, if a man reaches the king row during a jump, the turn:

(A) reverses (B) continues as a king (C) ends (it is crowned, chain stops) (D) repeats

Write the answer

37. A player wins partly by making kings because kings can:

Answer: _____

38. A man that is one diagonal step from the king row should usually be:

Answer: _____

39. Once a piece is a king, it stays a king:

Answer: _____

40. The row where men get crowned is called the:

Answer: _____

Match each question to its answer

1. Defending your OWN king row (keeping men there) can: →

2. A king captures: →

3. Racing a man to the king row is a good plan when: →
4. A single king can often defeat several uncrowned men because it: →
5. If your man reaches the king row, you should: →
- (A) crown it before your turn ends
 - (B) stop enemy men from being crowned
 - (C) in any diagonal direction (forward or backward)
 - (D) its path is open and defended
 - (E) moves both ways and is hard to trap
-

5. king play

Circle the correct answer

41. A king moves one diagonal square:
(A) forward only (B) straight only (C) forward or backward (D) backward only
42. A king can capture an enemy:
(A) only forward (B) straight ahead (C) only backward (D) diagonally in any direction (with an empty square beyond)
43. A king in the center of an open board can move to:
(A) 2 (B) 8 (C) 1 (D) up to 4 diagonal squares
44. A king's ability to retreat lets it:
(A) defend and attack from the same spot (B) never move (C) only attack (D) only run away
45. A king can chain multi-jumps that change direction, including:
(A) no jumps (B) straight legs (C) forward legs only (D) backward legs
46. Compared with a man, a king controls:
(A) only the center (B) only the edge (C) more squares and both directions (D) fewer squares

Write the answer

47. A lone king chasing a lone man is usually:
Answer: _____
48. Kingsley (as a king) now demonstrates:
Answer: _____

49. A king on the EDGE has fewer moves because:

Answer: _____

50. Keeping your king CENTRAL is good because it:

Answer: _____

Match each question to its answer

1. A king can jump backward to capture a man that a man could NOT capture. This shows kings are: →

2. Two kings working together can: →

3. A king can move onto: →

4. The main reason kings decide many games is their: →

5. A king cannot: →

(A) more versatile

(B) move more than one square in standard American checkers (no flying)

(C) two-way mobility

(D) any empty diagonal-adjacent square

(E) trap an enemy king by covering its escape squares

6. tactics

Circle the correct answer

51. A "double-threat" move creates:

(A) one threat (B) two threats at once, so the opponent can only stop one (C) a draw (D) no threats

52. Double-threats work because the opponent gets:

(A) no move (B) two moves (C) unlimited moves (D) only one move to answer both

53. Leapford (as a tactician) shows that forcing TWO jumps to be threatened means:

(A) the opponent must concede material (B) nothing happens (C) the game ends in a draw (D) both are stopped

54. The best double-threats are ones the opponent:

(A) cannot answer with a single move (B) already expected (C) can easily block (D) doesn't care about

55. If you threaten to capture on the left AND the right, the opponent should:
(A) save both (B) give up both (C) pass (D) save the more valuable piece (and lose the other)
56. A fork with your king is strong because a king threatens:
(A) only backward (B) in multiple diagonal directions (C) straight (D) only forward

Write the answer

57. Creating a double-threat usually requires:
Answer: _____
58. The pattern "one move, two threats" is a form of:
Answer: _____
59. To DEFEND against forks, you should avoid positions where:
Answer: _____
60. A double-threat that also threatens to CROWN is especially strong because it:
Answer: _____

Match each question to its answer

1. If both threats capture the same-value piece, the opponent: →
 2. A fork is a kind of double attack. The key feature is: →
 3. Spotting forks improves with: →
 4. A double-threat is the tactical cousin of the deduction idea: →
 5. If you can create a fork now OR develop a piece, and the fork wins material, you should usually: →
- (A) take the fork
(B) practice recognizing common patterns
(C) two targets, one attacker move
(D) one move that forces the opponent's hand
(E) still loses one piece
-

7. tactics

Circle the correct answer

61. A "shot" in checkers is:
(A) a draw offer (B) a sacrifice that forces a jump, then wins more pieces back (C) a random capture (D) a simple move

62. A shot relies on the ___ rule to work:
(A) forced-capture (they MUST jump) (B) crowning (C) light-square (D) diagonal
63. Skipjack loves shots because after the forced jump he can:
(A) crown instantly (B) pass (C) chain a multi-jump to win material (D) retreat
64. The first step of a shot is usually to:
(A) offer (sacrifice) a piece (B) retreat (C) defend (D) promote
65. After the opponent takes the sacrifice, you:
(A) do nothing (B) lose the game (C) give up (D) capture back more than you gave
66. A shot is worth playing when the recapture wins:
(A) more material than it costs (B) exactly the same (C) nothing (D) less material

Write the answer

67. Sacrificing a piece for NO gain is:
Answer: _____
68. Shots show that in checkers, giving up material can be good if it:
Answer: _____
69. To find a shot, look for an enemy jump you can FORCE that:
Answer: _____
70. A two-for-one shot means you sacrifice one to win:
Answer: _____

Match each question to its answer

1. Shots are a signature of skilled play because they require: →
 2. If the opponent has a CHOICE of jumps after your sacrifice, a shot only works if: →
 3. A shot combines the sacrifice with the earlier idea of: →
 4. Before playing a shot you must check: →
 5. A defender avoids shots by: →
 - (A) multi-jump chains
 - (B) the full forced line to the end
 - (C) not accepting positions where a forced jump backfires
 - (D) every choice lets you win material back
 - (E) calculating a forced sequence
-

8. endgame

Circle the correct answer

71. "Tempo" in checkers refers to:

- (A) who is forced to move (and when) (B) the board colour (C) how fast you play
(D) the number of kings

72. "Parity" is about counting:

- (A) squares (B) pieces only (C) kings only (D) whether the number of moves is odd or even

73. Regina's signature is:

- (A) forced jumps (B) counting who-moves-last (tempo/parity) to win the endgame
(C) diagonal movement (D) crowning

74. The player forced to move in a bad position is said to be in:

- (A) promotion (B) zugzwang (any move worsens their position) (C) check (D) stalemate

75. Winning "the last move" matters because it can force the opponent into:

- (A) a losing move (zugzwang) (B) a crown (C) a draw (D) a free capture

76. A king "shuffling" back and forth can:

- (A) waste (or gain) a tempo to change whose turn it is (B) promote (C) end the game (D) capture

Write the answer

77. If a position is losing for whoever moves, you want your opponent to be:

Answer: _____

78. Parity counting helps you decide:

Answer: _____

79. Tempo is most decisive in:

Answer: _____

80. Being "a move ahead" in a race to crown means you:

Answer: _____

Match each question to its answer

1. A "waiting move" is one played to: →

2. Parity is an example of the math practice: →

3. If both sides have one king and neither can force a win, the game is often: →

4. To use tempo, you often need to look: →

5. Spending a tempo on a useless move when you needed it can: →

- (A) pass the obligation to move to the opponent
 - (B) a draw
 - (C) using regularity in repeated reasoning (MP.8)
 - (D) several moves ahead
 - (E) lose the game
-

9. variants

Circle the correct answer

81. International draughts is played on a board that is:

- (A) 8x8 (B) 12x12 (C) 6x6 (D) 10x10 (with 20 pieces per side)

82. In International draughts, a king is a "flying king", meaning it can:

- (A) not move backward (B) jump straight (C) move one square (D) move any number of empty squares along a diagonal

83. In International rules, when you can capture, you must capture the:

- (A) any number (B) minimum (C) maximum number of pieces available (D) none

84. In International draughts, men can capture:

- (A) not at all (B) forward only (C) backward only (D) forward AND backward

85. Slant and Kingsley (in this kit) show that International rules change:

- (A) only the colours (B) movement/capture range and the forced-max rule (C) only the number of players (D) nothing

86. A flying king can capture an enemy far down a diagonal as long as:

- (A) there are two enemies (B) the squares between are empty and it lands on an empty square beyond (C) the enemy is adjacent only (D) it is forward only

Write the answer

87. The capture-maximum rule means if one jump takes 2 and another takes 3, you:

Answer: _____

88. International draughts has MORE pieces and a bigger board, so games tend to be:

Answer: _____

89. Compared to American checkers, a flying king is:

Answer: _____

90. The capture-max rule removes the American freedom to:

Answer: _____

Match each question to its answer

1. Because men capture backward in International rules, defensive setups must guard:
→

2. A flying king landing square, after a long capture, must be: →

3. The variant shows that changing rules changes: →

4. Because captures are maximized, a player must calculate: →

5. International draughts is popular in: →

(A) which strategies work best

(B) the longest capture line before moving

(C) both forward and backward diagonals

(D) Europe and worldwide competition

(E) an empty square beyond the captured enemy

10. variants

Circle the correct answer

91. In Turkish draughts, men move:

(A) in circles (B) backward only (C) only diagonally (D) straight (orthogonally) — forward and sideways, not diagonally

92. Turkish draughts is played on:

(A) a 10x10 board only (B) only dark squares (C) only light squares (D) all squares (not just dark ones)

93. Slant (in this kit) shows that changing movement from diagonal to orthogonal:

(A) changes the entire geometry of play (B) ends the game (C) only changes colour (D) changes nothing

94. In Turkish draughts, men capture:

(A) by jumping orthogonally over an adjacent enemy (B) by surrounding (C) by touching (D) diagonally

95. Turkish kings move:

(A) one diagonal square (B) not at all (C) one straight square (D) any number of empty squares in a straight line (like a rook)

96. Comparing Turkish to standard checkers shows that the SAME idea (capture by jumping) can use:

(A) only diagonals (B) no movement (C) different directions of movement (D) only straight lines

Write the answer

97. Because Turkish men move sideways too, a man is NOT restricted to:

Answer: _____

98. Playing Turkish draughts teaches that "checkers" is really a:

Answer: _____

99. A Turkish king gliding along a file is most similar to a chess:

Answer: _____

100. In Turkish draughts, captured pieces are:

Answer: _____

Match each question to its answer

1. Using all squares (not just dark) means Turkish draughts has: →

2. Turkish draughts men capture in directions matching their: →

3. The lesson from variants is that a rule change can make familiar tactics: →

4. Turkish draughts shows movement geometry can be: →

5. Which is TRUE of Turkish draughts vs standard checkers? →

(A) orthogonal instead of diagonal

(B) orthogonal movement (forward and sideways)

(C) look completely different

(D) more usable squares than diagonal checkers

(E) men move straight, not diagonally

11. game design

Circle the correct answer

101. The "game tree" of a game is:

(A) the pieces (B) a real tree (C) all the possible sequences of moves (D) the board

- 102.** Changing a rule (like board size) changes the game tree by:
(A) adding or removing possible move sequences (B) nothing (C) only the colours
(D) only the winner
- 103.** Draughtsmith's role is to:
(A) move diagonally (B) only play American checkers (C) avoid variants (D) teach
how the variants differ and how rules shape play
- 104.** A bigger board (10x10) generally makes the game tree:
(A) larger (more possibilities) (B) smaller (C) empty (D) identical
- 105.** The capture-maximum rule makes some branches:
(A) random (B) illegal (you must take the longest capture) (C) free (D) longer
- 106.** Comparing variants shows that a small rule change can cause a:
(A) tiny change only (B) change in colour only (C) no change (D) big change in
strategy

Write the answer

- 107.** Allowing men to capture backward (International) makes defense:
Answer: _____
- 108.** A game with a SMALLER game tree is generally:
Answer: _____
- 109.** American checkers (8x8) has a smaller game tree than International (10x10),
which is why it was:
Answer: _____
- 110.** Rules that FORCE moves (like forced capture) reduce the tree by:
Answer: _____

Match each question to its answer

1. Comparing variants is a way to study: →
2. A "branching factor" is roughly: →
3. A higher branching factor makes a game: →
4. Two variants can share the same GOAL (capture/immobilize the opponent) but
differ in: →
5. Understanding the game tree helps a computer play by: →
 - (A) the rules for how to get there
 - (B) how many moves are available at each turn
 - (C) how rules and structure shape a game (MP.8)
 - (D) searching ahead through possible moves

(E) harder to search fully

12. endgame

Circle the correct answer

111. "The opposition" in a king endgame means having your king positioned so that:
(A) you have more kings (B) you must move away (C) you capture immediately (D) the opponent is forced to move away and give ground
112. Opposition is really an application of:
(A) tempo (who is forced to move) (B) luck (C) board colour (D) material
113. Regina's signature endgame idea here is:
(A) seizing the opposition to force the losing move (B) promoting men (C) random king moves (D) sacrificing kings
114. Having the opposition, the player NOT on move can:
(A) do nothing useful (B) never win (C) lose a piece (D) force the opponent to step aside
115. Opposition matters most in endgames with:
(A) many pieces (B) the opening (C) few pieces (often kings) (D) full boards
116. To seize the opposition you often play a:
(A) promotion (B) capture (C) retreat off the board (D) waiting move that hands the opponent the obligation to move

Write the answer

117. Opposition is about controlling:
Answer: _____
118. If you have the opposition and use it correctly, you can:
Answer: _____
119. Losing the opposition (being the one forced to move) can:
Answer: _____
120. Opposition thinking requires counting:
Answer: _____

Match each question to its answer

1. Opposition is a specific case of the broader idea of: →
2. The player WITHOUT the opposition is essentially in: →
3. Opposition uses the math practice: →
4. To hold the opposition, timing your waiting moves is: →
5. An opponent who runs out of good waiting moves must: →

- (A) zugzwang (forcing a bad move)
 - (B) essential
 - (C) a mild zugzwang (forced to give ground)
 - (D) looking for structure (key squares) — MP.7
 - (E) make a move that worsens their position
-

13. endgame

Circle the correct answer

121. The "double corner" is a corner of the board that:

- (A) is a light square (B) has no squares (C) is off the board (D) has two dark squares meeting, giving a king an extra escape

122. A "fortress" in the endgame is a setup that:

- (A) promotes instantly (B) always wins (C) the stronger side cannot break, forcing a draw (D) captures everything

123. Regina (defending) shows that heading for the double corner can:

- (A) crown the enemy (B) save a draw when behind (C) lose faster (D) always win

124. The double corner helps the defender because a king there has:

- (A) more squares to shuffle without being trapped (B) no moves (C) only one move (D) fewer squares

125. A single corner (only one dark square in the corner region) is a WORSE place to defend because:

- (A) it is light (B) it wins (C) it has more squares (D) the king has fewer escape squares

126. Knowing fortress draws helps you:

- (A) give up (B) hold difficult positions instead of losing (C) ignore defense (D) always win

Write the answer

127. If you are AHEAD in material, you should try to:

Answer: _____

128. A fortress works because it removes the stronger side's ability to:

Answer: _____

129. The double-corner draw is an example of endgame:

Answer: _____

130. When defending a king-down endgame, a good rule of thumb is to:

Answer: _____

Match each question to its answer

1. A fortress can hold even when the attacker has: →

2. Recognizing a fortress requires: →

3. The double corner is valuable specifically for the: →

4. A fortress turns a would-be loss into a: →

5. If the attacker rushes without a plan, a defender near the double corner may: →

(A) more pieces or a king

(B) defending (weaker) side

(C) endgame pattern knowledge

(D) draw

(E) hold the draw easily

14. endgame

Circle the correct answer

131. In a king-vs-king ending with equal material, the result is usually:

(A) a draw (B) undecided forever (C) a loss (D) a forced win

132. To WIN a king ending you usually need:

(A) an extra king or a decisive tempo/position edge (B) luck (C) fewer pieces (D) equal material only

133. Kingsley and Regina together in this kit demonstrate:

(A) forcing techniques (attack) and holding techniques (defense) with kings (B) only movement (C) random play (D) only crowning

134. With two kings vs one, the stronger side aims to:

(A) trap the lone king (often against an edge or corner) (B) give a king back (C) draw (D) promote

135. The lone king in a two-vs-one ending should head for the:

(A) single corner (B) edge midpoint (C) center only (D) double corner (best drawing chances)

136. King endings are decided largely by:

(A) speed of play (B) tempo and precise maneuvering (C) luck (D) piece colour

Write the answer

137. A key winning technique is to use TWO kings to:

Answer: _____

138. If the stronger side plays imprecisely, a king ending can:

Answer: _____

139. King-and-king endings reward:

Answer: _____

140. Two kings coordinating is an example of:

Answer: _____

Match each question to its answer

1. The defender's main resource is: →

2. King endings connect to earlier kits via: →

3. A common winning plan with the extra king is to: →

4. If you cannot make progress after many moves in a king ending, the position is likely: →

5. The math skill in king endings is: →

(A) drive the lone king toward the edge and immobilize it

(B) opposition, tempo, and parity

(C) the drawing zones like the double corner

(D) a draw

(E) using regularity/patterns to force an outcome (MP.8)

15. computer science

Circle the correct answer

141. When we say a game is "solved", we mean:

(A) it is too hard to play (B) the outcome with perfect play by both sides is known
(C) it has no rules (D) nobody can win

- 142.** Checkers (American 8x8) was solved by a program called:
(A) Chinook (B) Deep Blue (C) AlphaGo (D) Watson
- 143.** With perfect play by both sides, checkers is a:
(A) win for the first player (B) never-ending game (C) win for the second player
(D) draw
- 144.** Draughtsmith explains that solving checkers required:
(A) a single clever move (B) no computation (C) searching an enormous game tree
with computers (D) luck
- 145.** Checkers being "weakly solved" means the program knows:
(A) every position ever (B) only the opening (C) the result and a strategy to
achieve it from the start (D) nothing useful
- 146.** The game tree of checkers is huge, roughly on the order of:
(A) exactly 100 (B) a few hundred (C) hundreds of billions of billions of positions
(about 5×10^{20}) (D) a million

Write the answer

- 147.** Solving a game connects to the CS idea of:
Answer: _____
- 148.** A game with a SMALLER tree (like tic-tac-toe) is:
Answer: _____
- 149.** Tic-tac-toe, with perfect play, is a:
Answer: _____
- 150.** Because checkers is solved, a perfect computer opponent will:
Answer: _____

Match each question to its answer

1. "Perfect play" means every move is: →
 2. Solving harder games (like chess) is: →
 3. Even though checkers is solved, humans still play it because: →
 4. Solving a game requires exploring or accounting for: →
 5. The endgame databases Chinook used stored: →
- (A) not yet done — the tree is far too large
(B) the exact result for positions with few pieces
(C) all relevant positions (directly or by clever proof)
(D) the best possible given the opponent's best replies
(E) playing well is still hard and fun for people

16. mastery synthesis

Circle the correct answer

151. An ordinary man moves:

(A) one diagonal square forward (B) two squares (C) backward (D) one square straight

152. If a jump is available in standard checkers, you:

(A) may skip it (B) pass (C) must take it (D) move backward

153. A double jump captures:

(A) zero pieces (B) a king only (C) one piece (D) two pieces in one turn

154. A man is crowned when it reaches:

(A) the side edge (B) the opponent's back rank (C) the center (D) its own back rank

155. A king can move and capture:

(A) forward only (B) straight only (C) forward and backward diagonally (D) backward only

156. A "fork" (double-threat) wins because the opponent has:

(A) two moves (B) a free capture (C) one move but two threats to answer (D) no threats

Write the answer

157. A "shot" is:

Answer: _____

158. "Tempo/parity" is about controlling:

Answer: _____

159. International draughts uses a board that is:

Answer: _____

160. Turkish draughts changes movement to:

Answer: _____

Match each question to its answer

1. Comparing variants shows that changing a rule changes the: →
2. "Seizing the opposition" means positioning so that: →
3. The double corner helps the DEFENDER because it offers: →
4. An equal king-vs-king ending is usually a: →
5. Chinook proved that, with perfect play, checkers is a: →

- (A) the opponent is forced to move and give ground
 - (B) game tree and the best strategy
 - (C) extra escape squares to hold a draw
 - (D) draw
 - (E) draw
-

Riddle & Joke Break

Guess the answer, then check the key!

161. In standard checkers, on which colored squares do all the pieces move?
162. What happens when a plain checker reaches the farthest row from where it started?
163. If you CAN make a jump on your turn, are you allowed to move a different piece instead?
164. Your single checker can land in a spot where it jumps one piece, then immediately jumps another. What is this called?
165. How does a king move differently from a plain checker?
166. You give up one checker on purpose, and it forces your opponent to jump into a spot where you capture two. What tactic is this?
167. How many pieces does each player start with in standard 8x8 checkers?
168. Why is a piece on the edge of the board harder to capture?
169. Why did the checker want to reach the far row?
170. Why do checkers only move on the dark squares?
171. Why did the king checker feel so free?
172. Why did the double jump feel like a victory lap?
173. Why did the forced capture rule keep everyone honest?
174. Why did the checker offer itself as a sacrifice?

Fun Facts

- Did you know? Checkers (called "draughts" in many countries) is thousands of years old -- a similar game called "Alquerque" was played in ancient Egypt over 3,000 years ago!
 - Did you know? In 2007, scientists announced that checkers was "solved" -- with perfect play by both sides, the game is always a draw. It took 18 years of computer calculation to prove it!
 - Did you know? "Forced captures" -- the rule that you must jump if you can -- is what makes checkers so tactical. Skilled players set traps that force opponents to jump into disaster!
 - Did you know? A king in checkers is dramatically more powerful than a plain piece because it moves in all four diagonal directions. Getting a king first is often the key to winning the endgame!
 - Did you know? International draughts is played on a bigger 10x10 board with 20 pieces per side, and its kings ("flying kings") can slide many squares in one move - a much longer-range game!
 - Did you know? A single well-timed sacrifice can win a checkers game. Giving up one piece to force a multi-jump that captures two or three is one of the most satisfying tactics in the game!
 - Did you know? You can win checkers WITHOUT capturing every piece -- if your opponent has no legal move on their turn, they lose. Trapping pieces is just as good as capturing them!
 - Did you know? The strongest checkers program, "Chinook," became the first computer to win a world championship title against humans in any game, back in 1994!
-

Answer Key

1. A — one square diagonally forward
2. B — dark squares
3. D — forward only (not backward)
4. C — exactly one diagonal square
5. D — 2
6. D — only one diagonal square

7. both its row and its column by one
8. opposite ends of the board
9. already occupied
10. the same colour of square
Matching (movement): $1 \rightarrow C, 2 \rightarrow D, 3 \rightarrow E, 4 \rightarrow A, 5 \rightarrow B$
11. C — the empty square just beyond
12. C — must take it (forced capture)
13. D — removed from the board
14. B — empty
15. C — must make one of the jumps (a jump, not a simple move)
16. B — diagonally adjacent
17. must leap an adjacent enemy whenever a jump exists
18. diagonally forward (only, until crowned)
19. two diagonal squares from where it started
20. the jump
Matching (capturing): $1 \rightarrow E, 2 \rightarrow B, 3 \rightarrow D, 4 \rightarrow C, 5 \rightarrow A$
21. B — must continue jumping in the same turn
22. A — two enemy pieces in a single turn
23. D — each individual jump is legal
24. D — chaining several jumps in a single move
25. A — another capture is available for that man
26. D — all three in one multi-jump
27. removes several enemy pieces in one move
28. stops and is crowned (the chain ends at promotion)
29. must follow available captures until none remain
30. good planning
Matching (capturing): $1 \rightarrow D, 2 \rightarrow A, 3 \rightarrow B, 4 \rightarrow C, 5 \rightarrow E$
31. A — the far edge (opponent's back rank)

32. D — stacking a second piece on top (a crown)
33. D — reaching the far rank and being crowned
34. A — diagonally forward AND backward
35. B — more powerful than a man
36. C — ends (it is crowned, chain stops)
37. attack and retreat, controlling more of the board
38. protected so it can promote
39. for the rest of the game
40. king row (back rank)
Matching (promotion): $1 \rightarrow B$, $2 \rightarrow C$, $3 \rightarrow D$, $4 \rightarrow E$, $5 \rightarrow A$
41. C — forward or backward
42. D — diagonally in any direction (with an empty square beyond)
43. D — up to 4 diagonal squares
44. A — defend and attack from the same spot
45. D — backward legs
46. C — more squares and both directions
47. able to trap the man with good technique
48. moving and capturing both forward and backward
49. diagonals run off the board
50. maximizes mobility and threats
Matching (king play): $1 \rightarrow A$, $2 \rightarrow E$, $3 \rightarrow D$, $4 \rightarrow C$, $5 \rightarrow B$
51. B — two threats at once, so the opponent can only stop one
52. D — only one move to answer both
53. A — the opponent must concede material
54. A — cannot answer with a single move
55. D — save the more valuable piece (and lose the other)
56. B — in multiple diagonal directions
57. seeing a move ahead

58. using structure/regularity to your advantage (MP.8)
59. one enemy move can threaten two of your pieces
60. wins material or a king
Matching (tactics): $1 \rightarrow E, 2 \rightarrow C, 3 \rightarrow B, 4 \rightarrow D, 5 \rightarrow A$
61. B — a sacrifice that forces a jump, then wins more pieces back
62. A — forced-capture (they MUST jump)
63. C — chain a multi-jump to win material
64. A — offer (sacrifice) a piece
65. D — capture back more than you gave
66. A — more material than it costs
67. a blunder, not a shot
68. leads to a bigger forced gain
69. opens a line for your multi-capture
70. two
Matching (tactics): $1 \rightarrow E, 2 \rightarrow D, 3 \rightarrow A, 4 \rightarrow B, 5 \rightarrow C$
71. A — who is forced to move (and when)
72. D — whether the number of moves is odd or even
73. B — counting who-moves-last (tempo/parity) to win the endgame
74. B — zugzwang (any move worsens their position)
75. A — a losing move (zugzwang)
76. A — waste (or gain) a tempo to change whose turn it is
77. on move
78. whether to spend or save a tempo
79. endgames with few pieces
80. promote first
Matching (endgame): $1 \rightarrow A, 2 \rightarrow C, 3 \rightarrow B, 4 \rightarrow D, 5 \rightarrow E$
81. D — 10x10 (with 20 pieces per side)
82. D — move any number of empty squares along a diagonal

83. C — maximum number of pieces available
84. D — forward AND backward
85. B — movement/capture range and the forced-max rule
86. B — the squares between are empty and it lands on an empty square beyond
87. must take the 3-capture
88. longer and more complex
89. much more powerful (long-range)
90. choose a shorter capture
Matching (variants): $1 \rightarrow C$, $2 \rightarrow E$, $3 \rightarrow A$, $4 \rightarrow B$, $5 \rightarrow D$
91. D — straight (orthogonally) — forward and sideways, not diagonally
92. D — all squares (not just dark ones)
93. A — changes the entire geometry of play
94. A — by jumping orthogonally over an adjacent enemy
95. D — any number of empty squares in a straight line (like a rook)
96. C — different directions of movement
97. one advancing direction
98. family of related games with different rules
99. rook
100. removed, as in other draughts games
Matching (variants): $1 \rightarrow D$, $2 \rightarrow B$, $3 \rightarrow C$, $4 \rightarrow A$, $5 \rightarrow E$
101. C — all the possible sequences of moves
102. A — adding or removing possible move sequences
103. D — teach how the variants differ and how rules shape play
104. A — larger (more possibilities)
105. B — illegal (you must take the longest capture)
106. D — big change in strategy
107. harder (threats from behind too)
108. easier to analyze completely

109. solved by computer first
110. removing the choice to not capture
Matching (game design): $1 \rightarrow C, 2 \rightarrow B, 3 \rightarrow E, 4 \rightarrow A, 5 \rightarrow D$
111. D — the opponent is forced to move away and give ground
112. A — tempo (who is forced to move)
113. A — seizing the opposition to force the losing move
114. D — force the opponent to step aside
115. C — few pieces (often kings)
116. D — waiting move that hands the opponent the obligation to move
117. key squares by controlling who moves
118. make steady progress by forcing the opponent back
119. let the opponent make progress against you
120. moves/tempo, not just pieces
Matching (endgame): $1 \rightarrow A, 2 \rightarrow C, 3 \rightarrow D, 4 \rightarrow B, 5 \rightarrow E$
121. D — has two dark squares meeting, giving a king an extra escape
122. C — the stronger side cannot break, forcing a draw
123. B — save a draw when behind
124. A — more squares to shuffle without being trapped
125. D — the king has fewer escape squares
126. B — hold difficult positions instead of losing
127. prevent the opponent from reaching a fortress
128. make progress
129. technique/knowledge
130. steer toward the double corner
Matching (endgame): $1 \rightarrow A, 2 \rightarrow C, 3 \rightarrow B, 4 \rightarrow D, 5 \rightarrow E$
131. A — a draw
132. A — an extra king or a decisive tempo/position edge
133. A — forcing techniques (attack) and holding techniques (defense) with kings

- 134. A — trap the lone king (often against an edge or corner)
- 135. D — double corner (best drawing chances)
- 136. B — tempo and precise maneuvering
- 137. cover the lone king's escape squares
- 138. slip into a draw
- 139. calculation and knowledge of key positions
- 140. pieces working together (more than the sum of parts)
Matching (endgame): 1→C, 2→B, 3→A, 4→D, 5→E
- 141. B — the outcome with perfect play by both sides is known
- 142. A — Chinook
- 143. D — draw
- 144. C — searching an enormous game tree with computers
- 145. C — the result and a strategy to achieve it from the start
- 146. C — hundreds of billions of billions of positions (about 5×10^{20})
- 147. searching and pruning a space of possibilities
- 148. easier to solve
- 149. draw
- 150. never lose
Matching (computer science): 1→D, 2→A, 3→E, 4→C, 5→B
- 151. A — one diagonal square forward
- 152. C — must take it
- 153. D — two pieces in one turn
- 154. B — the opponent's back rank
- 155. C — forward and backward diagonally
- 156. C — one move but two threats to answer
- 157. a sacrifice that forces a jump, then wins more back
- 158. who is forced to move (and when)
- 159. 10x10 with flying kings

160. orthogonal (straight) instead of diagonal
Matching (mastery synthesis): $1 \rightarrow B$, $2 \rightarrow A$, $3 \rightarrow C$, $4 \rightarrow D$, $5 \rightarrow D$
161. The dark squares only! Every move and jump happens on the dark diagonals.
162. It gets "crowned" into a king! A king can then move both forward and backward.
163. No! Captures are forced -- if a jump is available, you must take it.
164. A double jump! One turn, two captures.
165. A king can move and jump both forward AND backward along the diagonals, while a plain checker only moves forward.
166. A sacrifice (a "shot")! Trading one to win two is a winning exchange.
167. 12! Each player has 12 pieces on the dark squares of the first three rows.
168. Because a jump needs an empty square on the far side, and edge pieces have fewer squares to be jumped over into!
169. Because it was dreaming of being crowned a king!
170. Because they like to keep things diagonal!
171. Because it can move both forward AND backward!
172. Because it captured two pieces in a single move!
173. Because if you can jump, you must jump!
174. Because giving up one piece can set up a triple jump!

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