

Crowntales — Concept Poster

Print this and pin it up — an at-a-glance map of the Crowntales cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Bastian	The double-corner fortress: drawing a lost-looking game by holding the safe square
Kingsley	Crowning: a man that reaches the far row becomes a king that moves both ways
Leapford	The forced capture: a man captures by leaping over a neighbor
Ordell	Orthogonal movement: how Turkish-draughts pieces step straight, not diagonally
Prong	The fork: one move that threatens two pieces at once
Regina	Opposition and tempo: winning the endgame by controlling who must move
Skipjack	The multi-jump chain: capturing several pieces in one turn
Slant	Diagonal movement: how an ordinary man steps one square diagonally
Volant	The flying king: the long-range king of International 10x10 draughts

Key ideas at a glance

The big concepts this cast helps you master:

- movement
- capturing
- promotion
- king play
- tactics
- endgame
- variants

- game design
 - computer science
 - mastery synthesis
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