

# CrownTales — Draughts Puzzle Workbook

*A Spark & Anvil printable puzzle book. Every puzzle is a real draughts (checkers) position with a winning idea hidden in it — find the move, then check your answer in the back.*

---

## About this book

This workbook collects **6 draughts puzzles** across **4 big ideas** — the forced jump, the crowning race, the flying king, and the king's endgame. Each idea gets its own chapter, hosted by a friend from *CrownTales*. Work through a chapter, then flip to **Solutions** at the back to check your answer and learn *why* it wins.

Every position and every winning move has been **checked by a draughts engine**, so the answers are exact.

**How to read a board:** the board is drawn with **Red at the bottom** (that's you, the solver) moving **up** the board, and **Black at the top**. Rows are numbered 1–8 down the left side and columns 1–8 along the bottom. **Red is always to move. Remember the one big rule:** if a jump is available, you *must* take it — so always look for a jump first.

*Spark & Anvil is a 501(c)(3) public charity. Our apps and books are free forever — no ads, no purchases.*

---

### CrownTales — Draughts Puzzle Workbook

About this book

The Forced Jump

The Crowning Race

The Flying King

The King's Endgame

Solutions

The Forced Jump

The Crowning Race

The Flying King

The King's Endgame

Draughtsmith's four ideas

---

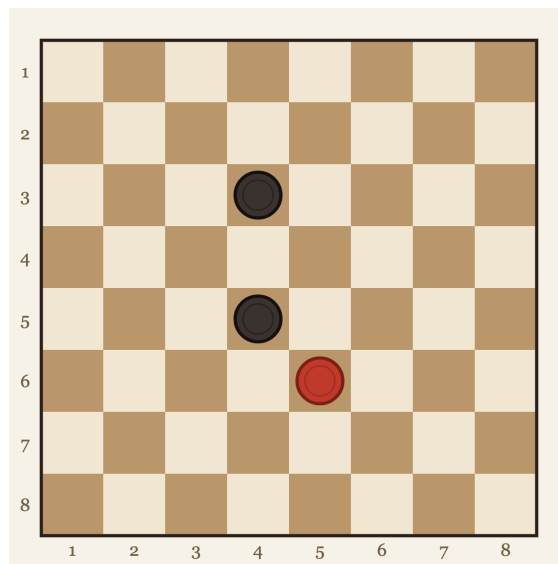
# The Forced Jump

Hosted by *Leapford & Skipjack*.

**The idea:** When a jump is on the board you MUST take it — and a chain of jumps counts as a single move. Reading the whole chain before you leap is the skill.

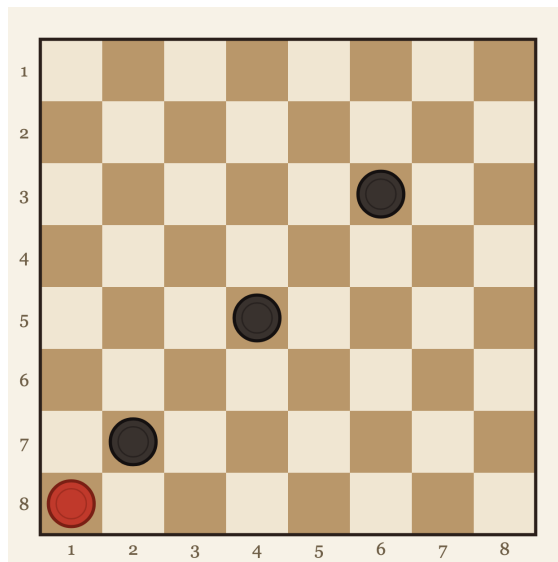
**What to look for:** Look for one of your men next to an enemy man with an EMPTY square right beyond it — that's a jump, and it's forced. After you land, look again: does the next enemy man line up for another jump?

*2 puzzles — Red to move; find the winning idea.*



**Puzzle 1** • Red to move

**Puzzle 1.** Red to move — a jump is on the board. What must you do?



**Puzzle 2** • Red to move

**Puzzle 2.** Red to move. Count the jumps before you leap — how far does the chain go?

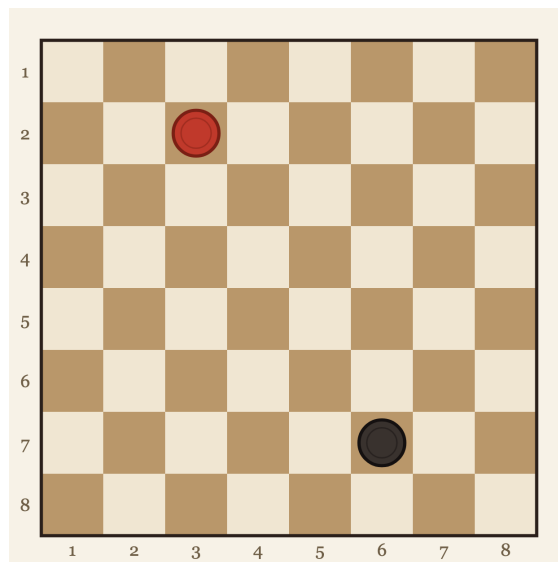
# The Crowning Race

Hosted by *Kingsley*.

**The idea:** A man that reaches the far row is crowned a king — and a king moves BOTH directions, worth about three men. When no jump is forced, racing to the crown is often the strongest idea.

**What to look for:** Count the rows between your man and the far side. If it's clear and no jump is forced, march for the crown.

*1 puzzle — Red to move; find the winning idea.*



**Puzzle 3** • Red to move

**Puzzle 3.** No captures anywhere. Your man is one row from the far side. Priority?

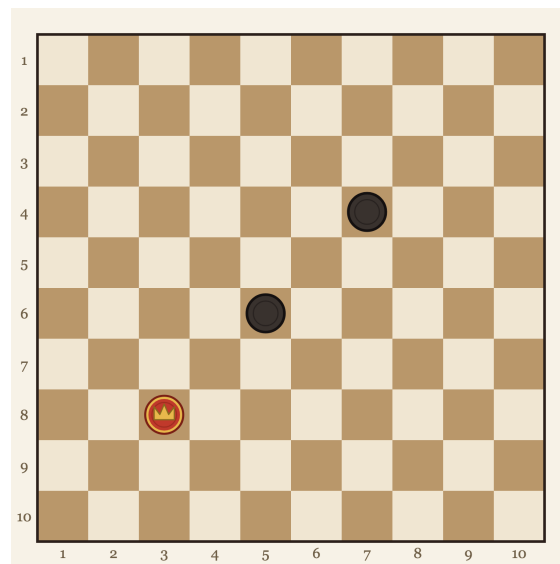
# The Flying King

Hosted by *Kingsley on the 10×10*.

**The idea:** On the big International 10×10 board a king is a FLYING king: it slides any distance down an open diagonal, and when it jumps it may land far beyond the man it takes — then keep going. (In the 8×8 game kings step one square.)

**What to look for:** Follow the whole diagonal, not just the next square. A flying king can capture from a distance and sweep two men in one sweep.

*1 puzzle — Red to move; find the winning idea.*



**Puzzle 4** • Red to move

**Puzzle 4.** International 10×10 — your flying king rules the diagonal. What's the shot?

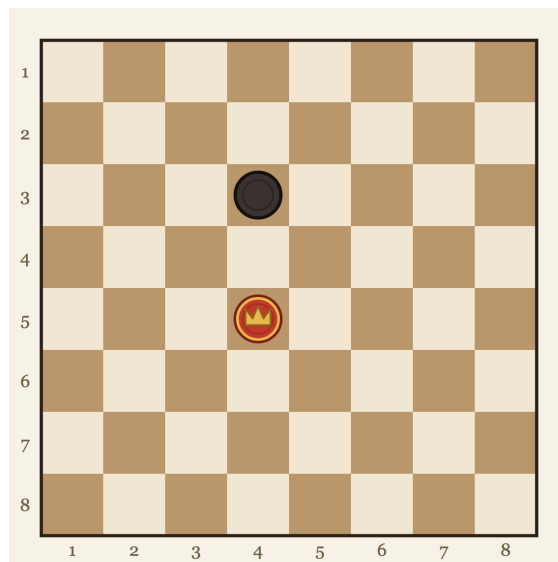
# The King's Endgame

Hosted by *Regina & Draughtsmith.*

**The idea:** With few pieces left it becomes a game of TEMPO. Take the opposition — step to the square that hands the hard move to your opponent — and hold your shape. The last move should be theirs to lose, not yours.

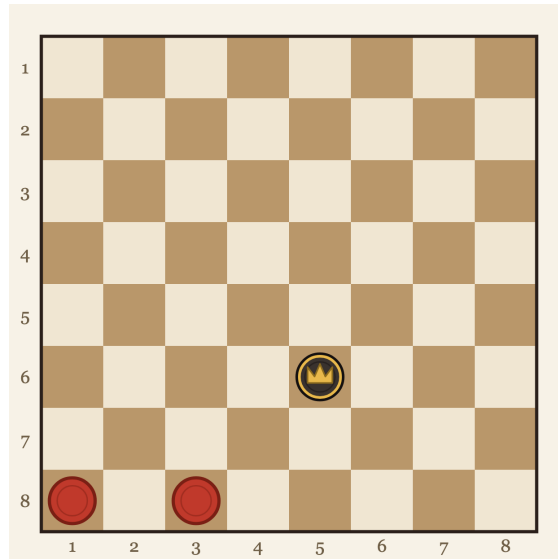
**What to look for:** Get IN FRONT of a runner, not behind it. Hold a strong shape (like the double-corner) and never break it all at once.

*2 puzzles — Red to move; find the winning idea.*



**Puzzle 5** • Red to move

**Puzzle 5.** King-and-man endgame. Black' s man wants to reach row 7 and crown. Your plan?



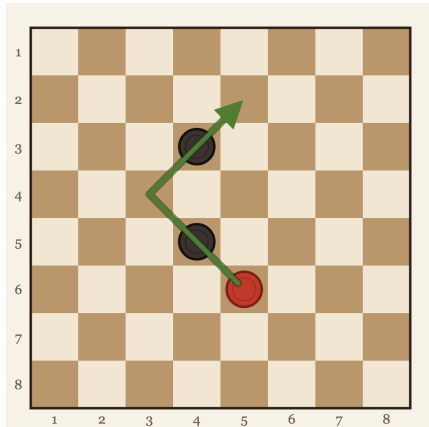
**Puzzle 6** • Red to move

**Puzzle 6.** Two men hold the double-corner. Black' s king probes. What keeps the draw?

# Solutions

*The board is repeated with a green arrow showing the winning first move.*

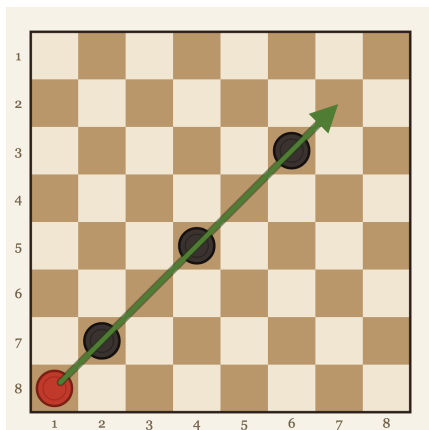
## The Forced Jump



**Puzzle 1: play row 6 col 5 → row 2 col 5.**

Leapford' s law: when a jump is available you **MUST** take it — and Skipjack' s chain keeps going, so one landing square lines up the next jump. You win two men for nothing. You can never "refuse" a forced jump.

*Stuck? Land where the next enemy man becomes jumpable.*

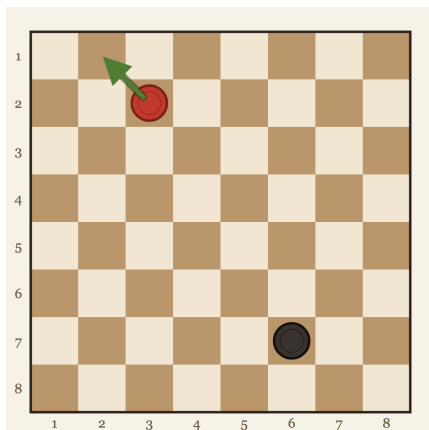


**Puzzle 2: play row 8 col 1 → row 2 col 7.**

Skipjack' s chain: each landing square (5,2)→(3,4)→(1,6) lines up the next jump. Reading the whole chain before committing is the skill — three men captured in one forced move.

*Stuck? After each landing, look diagonally forward for the next jumpable man.*

## The Crowning Race

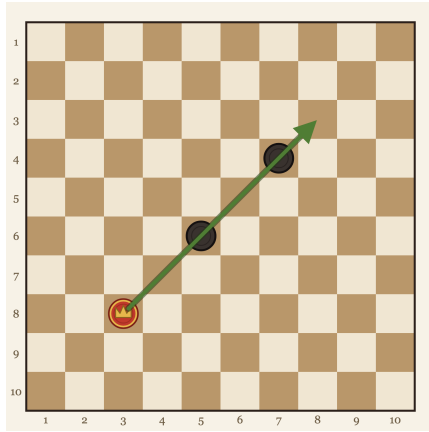


**Puzzle 3: play row 2 col 3 → row 1 col 2.**

Every piece is one row from a crown. Kingsley' s king moves **BOTH** directions, so racing a man to the far rank roughly triples its value. With no forced jump, crowning is the priority.

*Stuck? What happens to a man that reaches the last row?*

## The Flying King

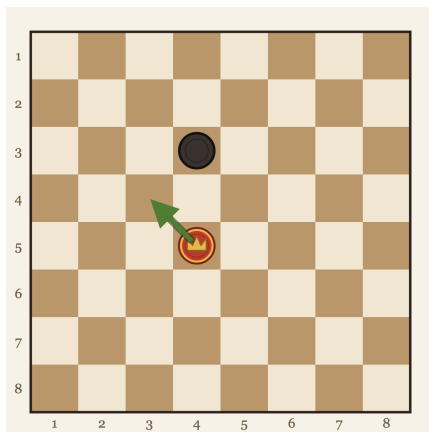


#### Puzzle 4: play row 8 col 3 → row 3 col 8.

A flying king slides any distance and can land beyond a jumped man, then continue — so it sweeps both men on the long diagonal in one move. This long-range power is what makes the 10×10 king so strong (and why it does not exist in the 8×8 game).

*Stuck? A flying king does not have to land right next to the man it jumps.*

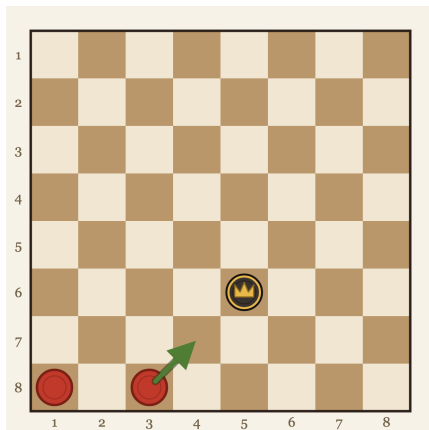
## The King's Endgame



#### Puzzle 5: play row 5 col 4 → row 4 col 3.

Regina's endgame: the opposition means stepping to the square that puts the move-burden on your opponent, so the running man is forced sideways and can't promote. Controlling tempo, not chasing, is how a king stops a runner.

*Stuck? Get IN FRONT of the runner, not behind it.*



#### Puzzle 6: play row 8 col 3 → row 7 col 4.

The double-corner fortress: two men on the corner diagonal can hold against a lone king forever IF they never both leave the shape. Draughtsmith's rule — move the front man, keep the anchor. Structure, not force, saves the game.

*Stuck? Keep one man anchored in the corner while the other shuffles.*

# Draughtsmith's four ideas

You met the whole cast and the four ideas that win draughts games:

- **The forced jump** — if a jump is there, take it; and a chain of jumps is one move.
- **The crowning race** — get a man to the far row and he becomes a king, worth three men.
- **The flying king** — on the 10×10 board, a king rules a whole diagonal.
- **The king's endgame** — win with tempo: take the opposition and hold your shape.

Every idea you spotted here you'll spot again in your own games — that's how draughts players get strong: one pattern at a time.

*Spark & Anvil is a 501(c)(3) public charity. Apps + books free forever.*