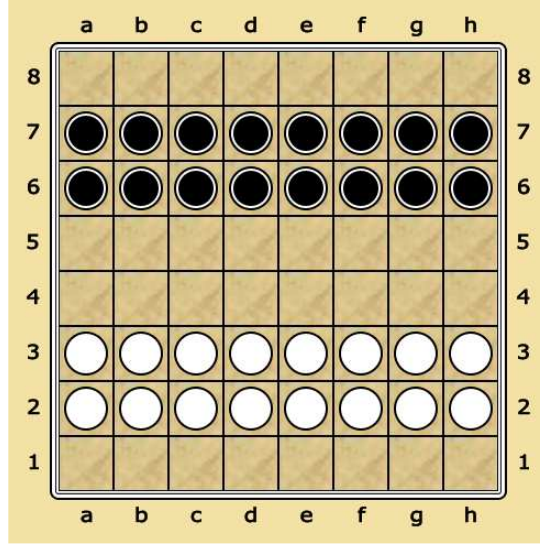


# “TÜRK DAMASI”



# TURKISH DRAUGHTS RULES

V4.0

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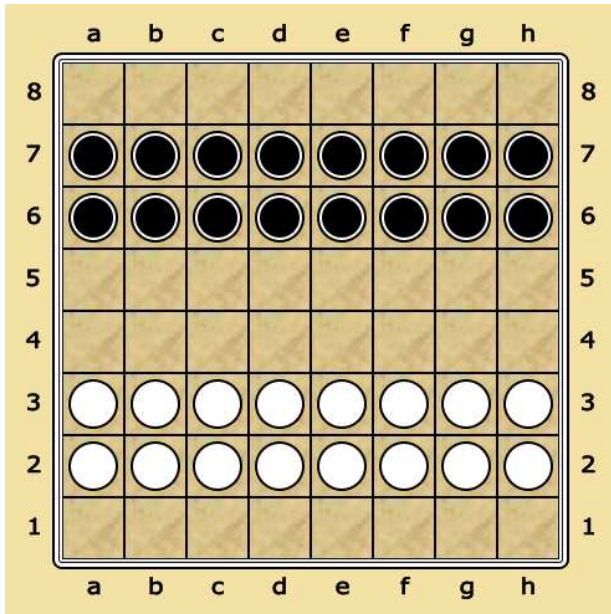
## Initial Position Of Pawns and The Goal

### *The Goal Of The Game*

The goal of the Turkish Draughts 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 (Flying King) who can move to the left, right, up and down and jump multiple squares.

### *Initial Layout*

Turkish Draughts 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 when they reach to the last row.

### *Moves of the Dama*

DAMA 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 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 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 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".

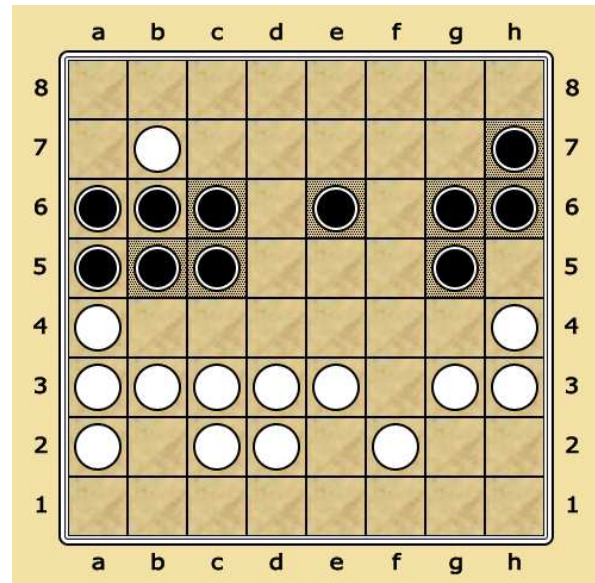
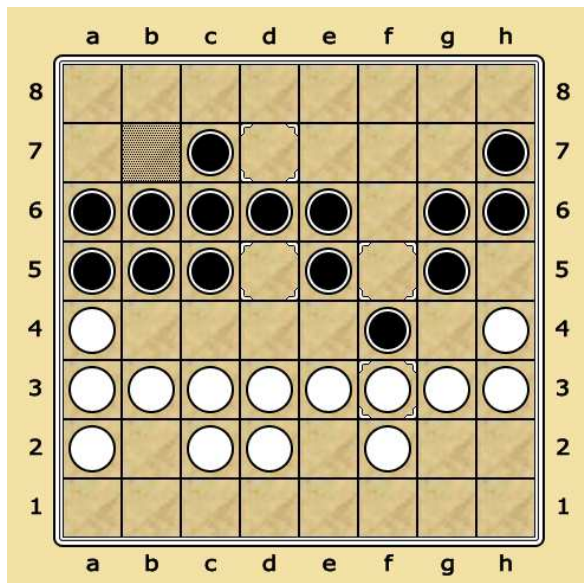
2- When a pawn reaches seventh row, the player should inform the opponent and say "This pawn will be a DAMA". When a pawn reaches to the last row, we should inform and say "It is a DAMA".

These optional rules currently applied by Turkish Draughts 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 Draughts.

### Applications Of The Rules

#### Example 1 - Maximum capture is a must.

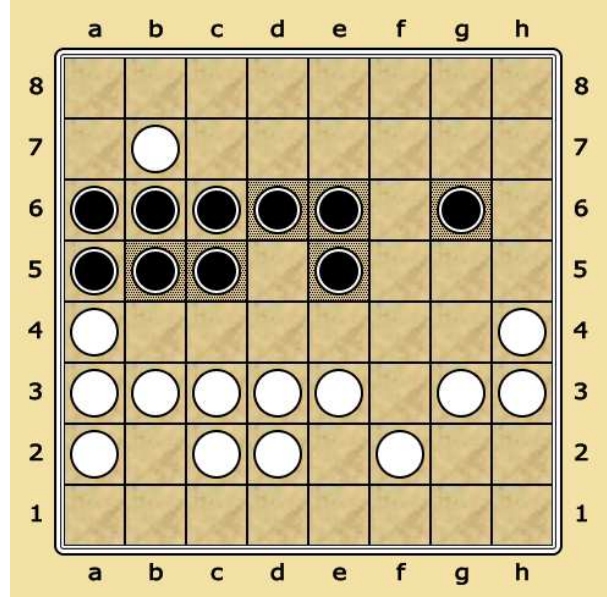
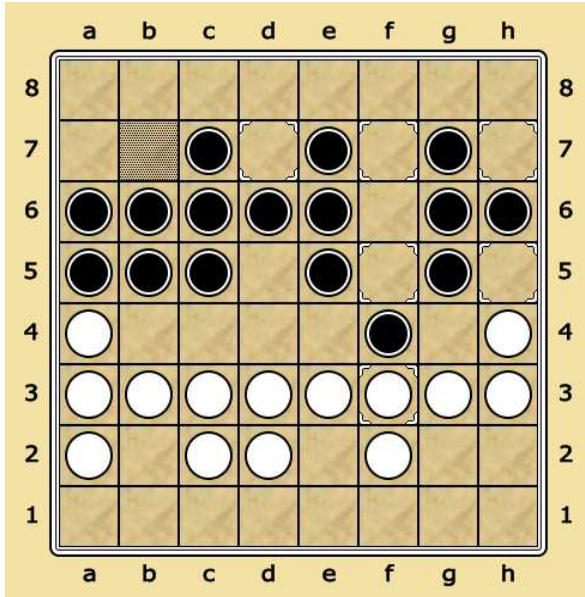
In this position white moves. White pawn on f3 may capture 4 pawns (f3xf4xe5xd6xc7) from f3 to b7 or may capture 2 pawns (f3xf4xg5) from f3 to h5. As a rule 4 pawns must be captured.



**Example 2 - Maximum capture is a must.**

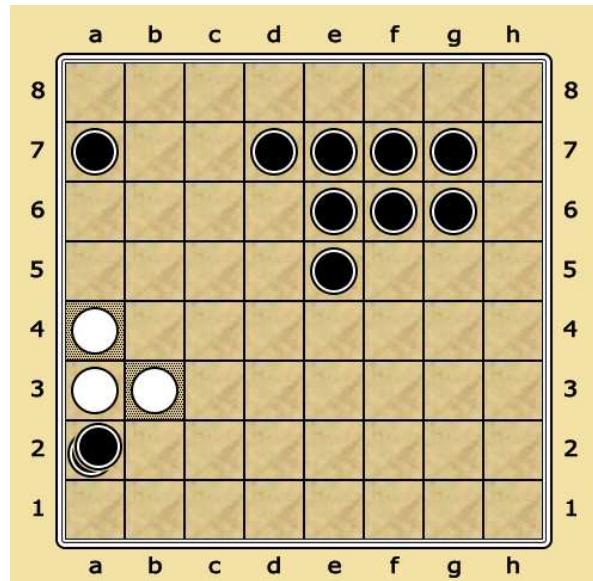
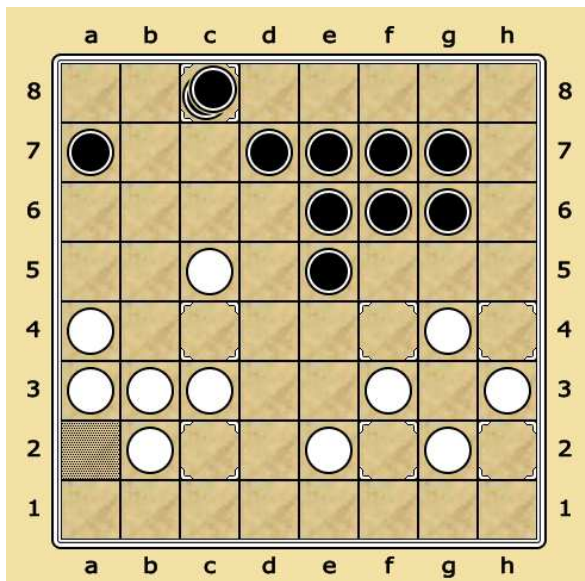
Similarly, white pawn on f3 has three options : 6 captures must be selected.

- 1 – f3 to b7, f3xf4xg5xh6xg7xe7xc7, 6 captures
- 2 – f3 to h7, f3xf4xe5xd6xe7xg7, 5 captures
- 3 – f3 to b7, f3xf4xe5xd6xc7, 4 captures



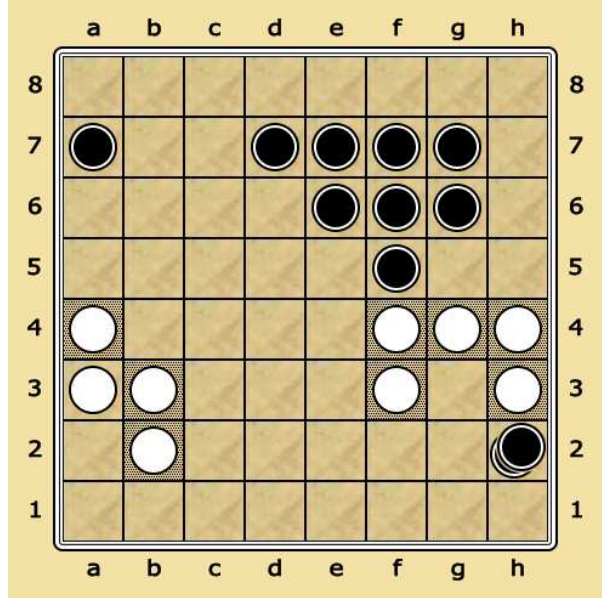
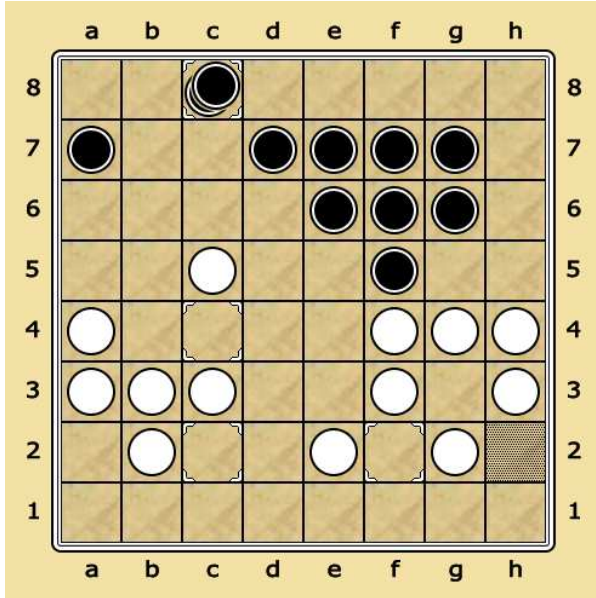
**Example 3 – L Style Captures**

In this position Black Dama at C8 will capture 8 pieces. And there are two alternative ways to capture 8 pieces : c8xc5xc3xe2xg2xh3xg4xf3xb2 or c8xc5xc3xe2xf3xg4xh3xg2xb2. The player can choose any path but has to capture 8 pieces. You can also see the “L” style movements of the Dama.



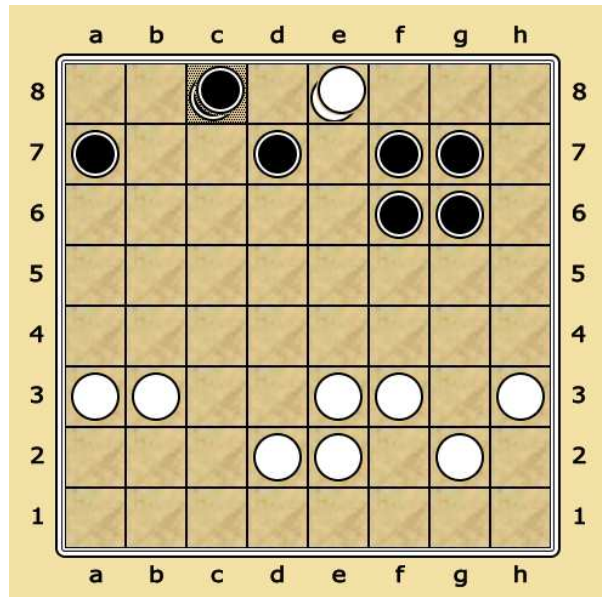
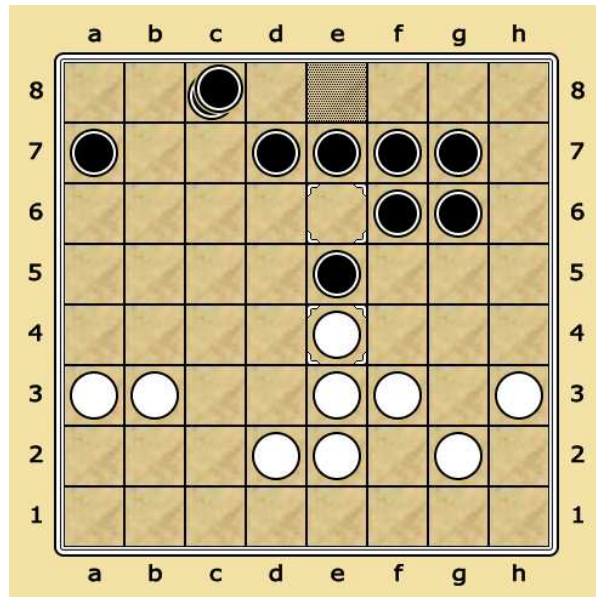
**Example 4 – Reverse Direction**

In this example, we can see the forbidden reverse direction capture. The Black Dama will capture c5, c3, e2, g2 and stops at h2. It can not turn back to the opposite direction and can not capture piece on b2 during the same movement.



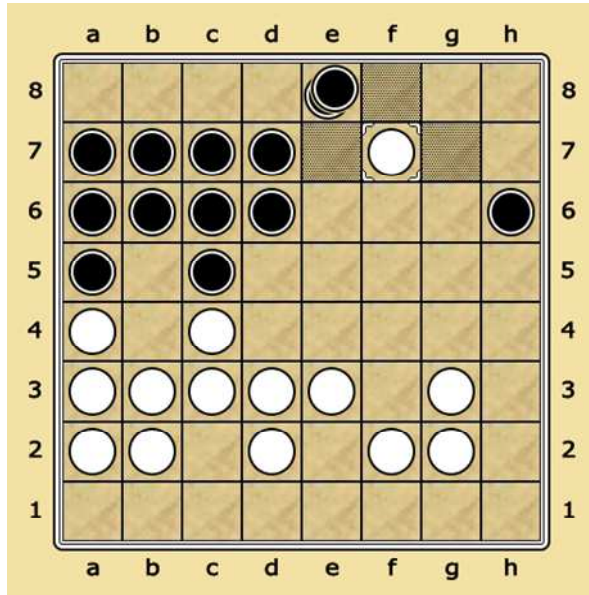
**Example 5 – Capture through the Dama Row.**

In this example, the white pawn on E4 will capture two pieces and will stop at E8. This white pawn will promote to a Dama, after the opponents move.

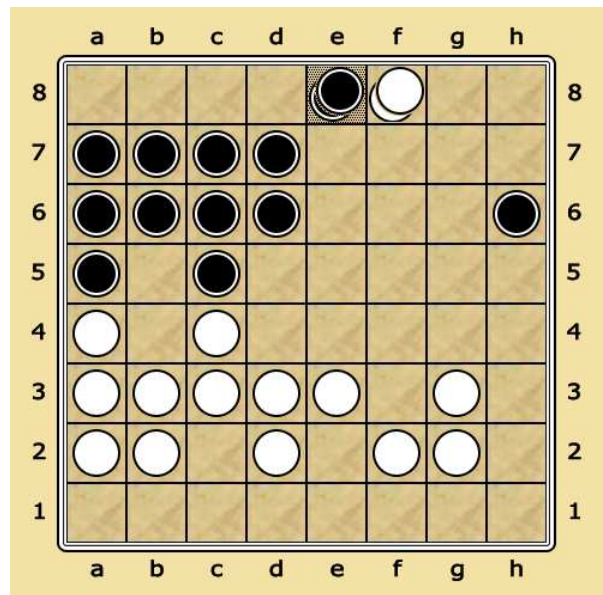


**Example 6 – Moving through the last row**

The white pawn at F7, moves through F8 without capturing any piece. This white pawn can not capture the Black Dama at E8 and stops at F8. Because it is now black's turn.



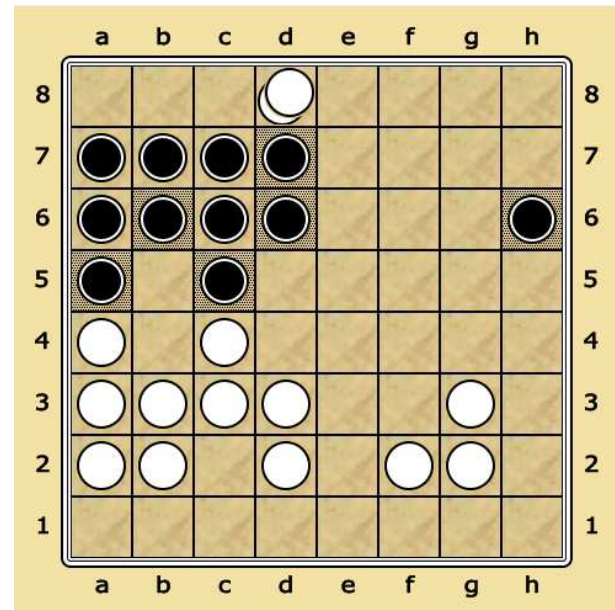
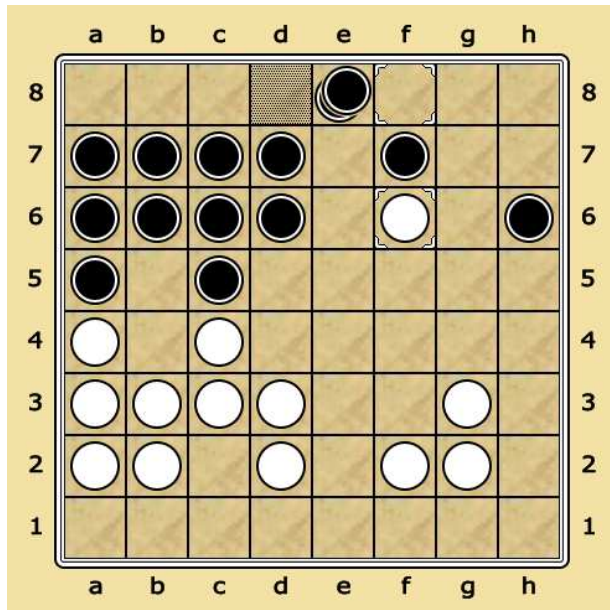
The white pawn will move to Dama Row, but can not capture E8 and stops at F8.



It is black's turn. Since the Black Dama requests 2 white pawns (e3, d2), it can not capture f8.

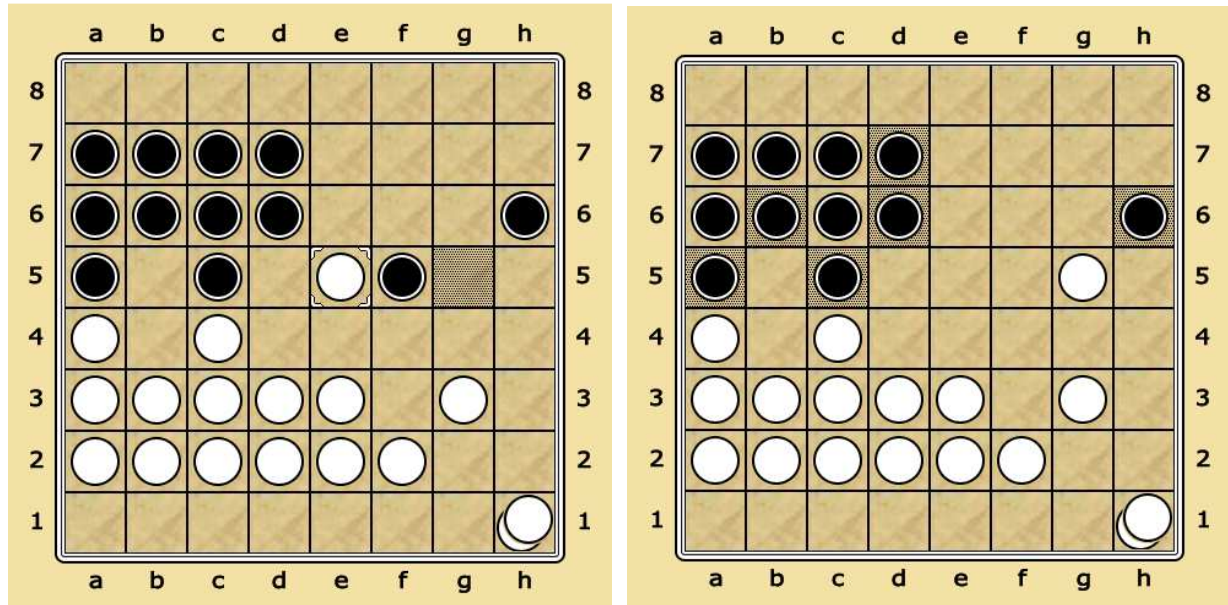
**Example 7 – Moving through the Dama row by capturing.**

The white pawn at F6 will capture F7 and E8 and will stop at D8 as a normal pawn, in the same move. This white pawn promotes to a Dama after the black's turn.



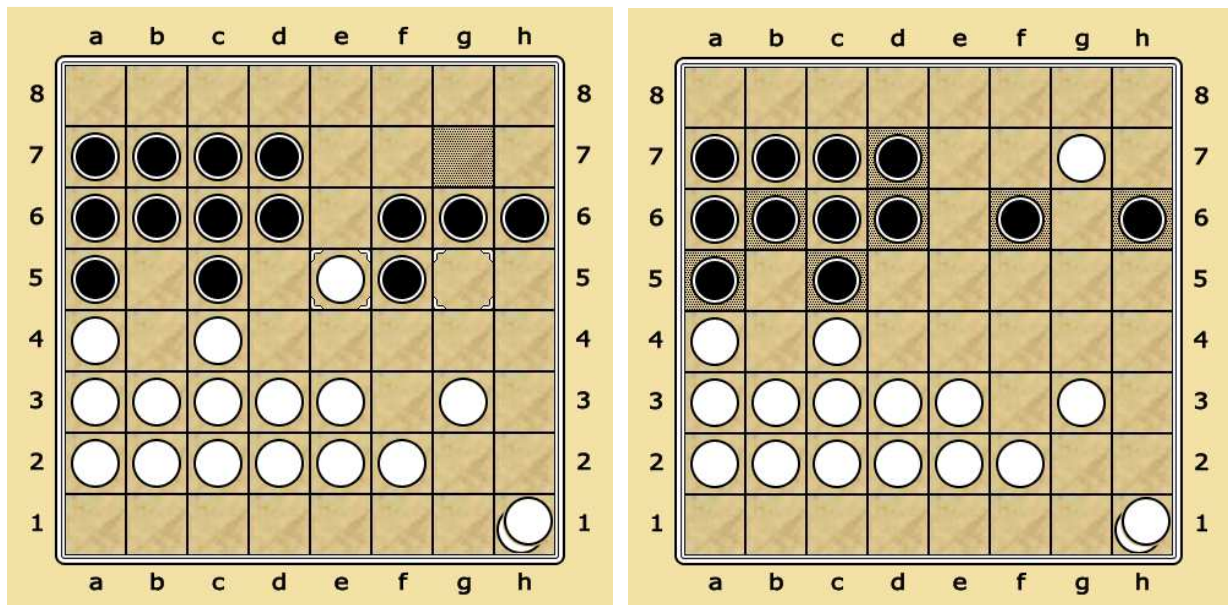
**Example 8 – An equal capture with the normal pawn and the Dama.**

This example shows us, it is whites'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. The player may play with E5 or H1. The Dama located at H1 has no priority compared to the pawn located at E5. Because, the number of pieces to be captured are equal. The player may choose either (e5xf5) or (h1xh6).



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

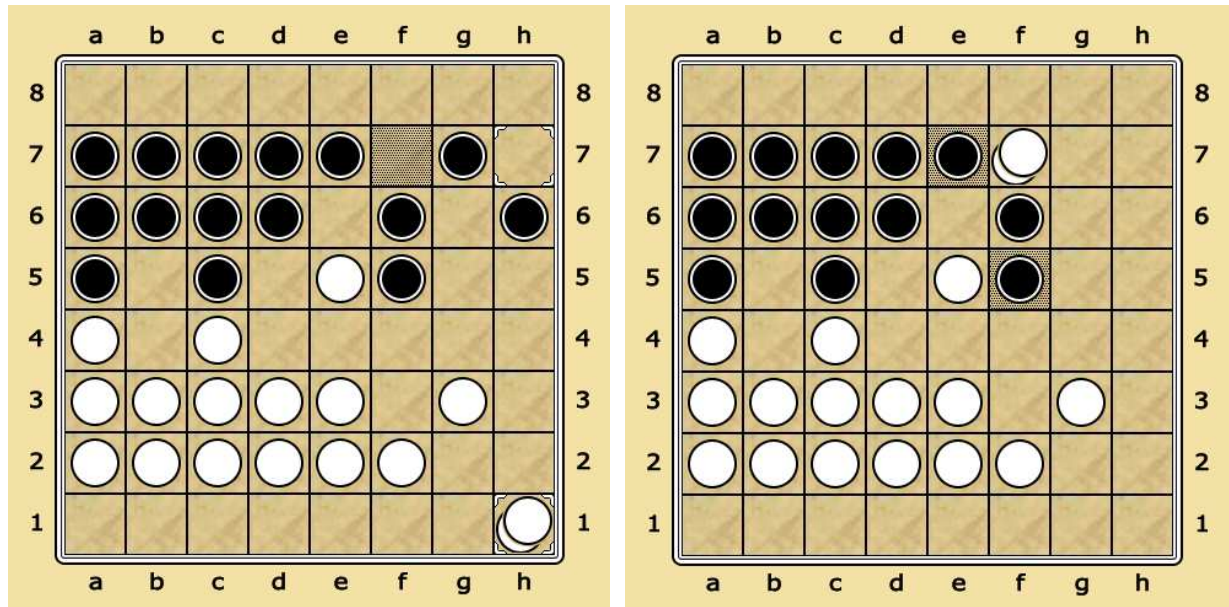
When the number of captured pieces with a normal pawn, is more than the Dama can, the player must play with the normal pawn.



It is white's turn. The player can capture 2 pieces with the pawn at e5 (e5xf5xg6) and 1 piece with the Dama at h1 (h1xh6). Since the maximum capture is a must, the player has to play with e5.

### 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 white's turn. The player can capture 2 pieces with the Dama at h1 (h1xh6xg7) and 1 piece with the pawn at e5 (e5xf5). Since the maximum capture is a must, the player has to play with h1, although, this Dama will be captured by the black 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.