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International draughts vs checkers

International shut-offs are played on the 10X10 board. Although there are different versions of ugas, with different plate sizes and rules, we will take ugas to refer to international ugas here. Only the dark squares of the plate are used. Black and white players start with 20 pieces or men who line up on the opposite side of the board: The coordinate system traditionally used in liche is quite different from the algebraic notation you may know from chess. Since only dark squares of the plate's are used, there are 50 fields that can be occupied by pieces. The fields are numbered from 1 to 50, where box 1 is top left of the white perspective, counting toward field 50 at the bottom right. This coordinate system may take some time to get used to, but with little practice it will quickly become a matter of intuition. This is an important skill that you must have if you want to become a better player of the world, because all the theories, books, puzzles and exercises that are out there make extensive use of this notation! Moves and captures the White Player always enters the game after which it changes alternately. Ordinary pieces or men always move one square diagonally forward, to an unoccupied square: Capture is made by jumping over a hostile piece, two squares forward or backward, to a busy square immediately after: Capture is always forced, so that when the player can catch, he must catch. If he can catch the piece again from the market where it lands, it must continue to cover. This way, it can make consecutive jumps and thus capture several enemy pieces in one turn. It is not allowed to jump over the same piece more than once. If there are multiple routes available, he is always forced to play the longest match sequence possible. It is important that enemy parts are removed from the board only after the entire sequence of captures has been completed. If we did not follow this rule, we could create illegal capture opportunities, as can be seen from the solution of this puzzle after some careful observation. King If a piece ends his turn in a square on the other edge of the plate, he is crowned and turns into a king. This is only possible at the end of the turn, so nothing happens when the piece reaches the edge during the capture sequence, and then it has to jump back again. The King has the advantage of moving as many squares as he wants, both forward and backward. It can also land as many

squares as it wants for a piece it captures, creating many additional options (though it still needs to catch the maximum number of pieces): Winning and drawing a player wins a game when the opponent no longer has valid moves. This may be because all players have been caught, or because they are all blocked and so no more squares are available. If the same position appears on the board for a third time, with the same page to move, the game is considered to be composed by a triple repetition. The game is when both players make 25 consecutive royal moves without capture. When one player is left with only a king and the other three pieces, including at least one king (three kings, two kings and a man, or one king and two men), the game draws after both players have made 16 moves. When one player is left with only a king and the other player has two pieces or less, including at least one king (one king, two kings or one king and a man), the game is drawn after both players have made five moves. The International Checkers version is played just like American dams or British shut-offs, with the exception of being played on 10 x10 square daskas with twenty pieces per player. This variant is played mainly in European countries such as France, the Netherlands, Poland and Belgium, as well as in African nations such as Zaire, Senegal and Côte d'Ivoire. However, there are countries outside these two continents that boast good players, such as the United States, Italy, Israel and Brazil. Rules of the game: This game is played at 10 x 10, or 100 squares of control panel, where there is a double angle on the right side of each player. Men's moves: Lady pieces can move forward through each empty square to the left or right. When these pieces reach the last line on the opponent's side, they become kings. The king's moves: Kinged pieces can move across several squares on two diagonals that cross their position as long as these squares are open, in a rule known as flying kings. Covers: In International Ladies, maximum captures are mandatory, which means that if a player has more than one path to jump to capture the opponent's pieces, he must go down that path that will affect the most covers of his opponent's pieces. If the piece lands on the royal line during the jump, it must continue to jump backwards as long as there is a chance of a jump. This piece cannot be kingened unless it completes the move and stops on the royal line. Caught by Men: A man can capture the capture by moving forward or backward and jumping over a single piece of the opponent, provided that the piece is next to it and the next square is empty. If a man can jump out of the arrivals market again to get another one trapped, then he has to do it. Captures with the king: The king piece can capture the opponent's piece if it is on the same diagonal, where it is positioned, provided that the squares between them are empty and that there is also a square beyond the piece to be captured. The king may stop at any square within the same diagonal line and if it is possible to continue to catch from any of these squares, then it must continue to do so. Winning player: A player who can't move any of his piece loses the game. Drawing conditions: It is extracted by mutual consent of the players. It is also extracted if the same move has been made three times or if the three kings have played against one and each player has made 16 moves without effect promotion or capture. In my country (Poland) Chess is called a royal game, while Dake is known as the Shah proletariat. Such terms clearly classify the first game as noble and worthy, and the second as silly or worse. Many think they sound like professionals when they talk about the supremacy of chess over ladies (Draughts). In fact, people like that only show their ignorance. Chess is no harder than Checkers... and vice versa. In the case of non-trivial games, you should generally avoid talking about the superiority of one game over another. People have a strange tendency to divide culture into high and low. Painting in a museum is always a high culture, while graffiti painted on the wall will always be perceived as plebeian, lower art. However, you have to admit that many graffiti is more interesting than many contemporary paintings from galleries or museums. Sometimes we only admire the work of a street artist and reluctantly admit that he presented a higher creative workshop than the educated and title creators of higher culture. Games are part of culture, such as music, painting and literature. And we want to classify them as noble and less noble, just as we classify art. We can even create different theories that prove the superiority of one game over another, but are these theories really rational? Chess is not the only mind sport of Chess and The Lady – this is a good example. The first of these games is considered a mental entertainment of the upper social class. When you say chess, you think he's a waved intellectual. In the meantime, checkers are considered a game without depth, it's good to play in a pub or with kids. Most people would say chess has the status of a mind sport. There are tournaments, world champions, and from time to time we hear about important matches. What about checkers? Is this a mind sport? yes, but not everyone knows that. Especially international Draughts grow as a serious mind sport, but there are also important 64-square Checkers tournaments and Turkish Ugas competitions. Many other games have the status of mind sport, such as Othello, Shogi or Go. Why aren't chess players champions? If someone believes in the superiority of chess over the Ladies, please answer one question. Why isn't the world chess champion a primemajstor? Why, in general, can't chess players win tournaments? If chess is hard and checkers are easy, which stops all chess from winning these tournaments and taking the money offered as a reward? Also... Chess players don't win Draughts tournaments because they're not good Draughts players. To join the elite Draughts players, you need to study the game theory – openings, final games, combinations and positional game. You need to understand a lot of concepts, learn and remember a few things, analyze games and so on. Becoming a good chess player requires exactly the same. Need He knows chess openings, final games, ideas of combinations and game positioning. Let us be clear that the theory of chess openings has absolutely nothing to do with the knowledge of the ladies of the openings and the positioning game in Draughts has nothing to do with the positional game in chess. Here we come to a key point that has often been forgotten by the unasnmen, who call The Shah proletariat. Chess and lady are two different games. They differ as much as chess and go or Bridge and Scrabble. Comparing apples to oranges People wrongly see the ladies as a kind of simpler chess board because they see a board used in Draughts, much like a chess board. In addition, there is a coronation in Draughts, and farmers are promoted to chess after the last line has been reached. But the similarities end here, and the differences are much more important. The Checkers goal game is to catch or block all enemy pieces. In chess, the goal is linked to only one piece – the king. The coverage of the rules is different in both games. The Draughts match is mandatory and this is crucial to the mechanics of the game (you can force your opponent to make certain moves). There are 5 types of pieces in chess. The Checkers are only 2 types of pieces. The boards used in both games are basically different when you consider the fields that can be occupied by pieces. In Draughts you play only on dark squares, connected only diagonally (with the exception of orthogonal fierys). In chess, several fields are linked diagonally, vertically, and horizontally. Chess and the lady have different backgrounds. The lady hails from Alquerque, while the chess is a descendant of Chaturange. You have to admit, it's ridiculous to call checkers a chess proletariat. Apples can be called oranges for the poor. Does that make sense? Mathematical evidence? Some will still try to prove the superiority of chess over the ladies. They're going to show us mathematical evidence. There are several possible positions in chess because there are several types of pieces and these pieces can be placed on a larger number of fields. In addition, the chess player in most positions has a greater choice of possible moves than the Draughts player. This argument is not as rational as it seems. First, people do not play chess or lady by calculating all possible positions. Even a good Draughts player is not able to form in the mind tree of the game (an image of all possible ends from each position). The number of positions in both games is just too big for the human mind. In practice, the difference between this and the numbers is irrelevant. If the number of possible positions really mattered, you could say that chess is also a simple and stupid game (yes!). There is a Go game with a larger whiteboard (361 boxes) and many more pieces than in chess. Chess looks really poor with its 64 boxes and 32 pieces. If you measure the value of a game with a number of possible positions, then chess should not be very if you can. But chess isn't stupid. And Checkers isn't a stupid game, too. Because of the computers... I heard the opinion that the computers saved the Checkers before Shah. Where did this myth come from? I have no idea. Both chess and damaries emerged around the 1970s. Serious races between humans and machines ended with different results. In 2012, the actor Alexander Schwarzman defeated the Maximus computer program (in international pasha). Much earlier Chess player Gary Kasparov lost out to a Deep Blue computer, but a program called Chinook is considered invincible in English ladies (though still not perfect, as one reader mentioned in the comments). Draughts grandmaster Alexei Chizhov said he can not beat the computer, but also will not lose from the computer. Note that recently the computer beat the human master in Go. Many people thought it was not possible because the game Go is so complicated! On the other hand, in some games (like Othello), computers have been strong for a long time, but all that doesn't mean that one game is better than the other. People still play at different levels, and the whole point of sport is to compete with other people. In that sense, no game has ever been saved. Is running solved because there are fast cars? Theoretically, the number of positions in practice A large number of possible moves in practice does not always matter. The diagram below shows one of the possible positions in the chess. This position theoretically can occur in any game. This position will occur if White moves only his pjiun from the start, and the black player will only move his Knight from b8 to c6 and back to b8 and so on. This situation is possible, but in practice it never occurs. For? Because both players have to make a very stupid move. So stupid, not even two novice chess players would do anything like that. This is where we got to the point. It is true that a chess player can have 30 possible moves, while checkers usually have fewer than 10 possible moves in each position. The thing is, among the 30 options for a chess player, many will be blatantly wrong, stupid or pointless. At checkers, any move can look so good, but only certain moves are really good. The weaker someone plays chess, the simpler Ugls become? Some have proven that he is a better chess player, the less good he sees in each position. For a chess master, the position can contain an average of two good moves. Weak amateurs have fewer problems – they can see more than a dozen good moves. That's an interesting paradox. If the number of moves considered by a player affects the difficulty of the game, which means ... The weaker someone plays chess, the simpler Sochi become! A very weak chess player can see as many as 30 good moves, so chess is harder for him than checkers. The chess grand master sees two good moves, and in Pasha there are often several possible moves. Does this mean that the chess grand master saw Draughts is a harder game? Of course not. Greater choice of possible moves does not make the game easier Harder. Philadelphia's case who compares the difficulty of two games? Someone who played both games well. Such people were, for example, François Philidor, a chess master and music composer who lived in the XVIII century. Philidor was the most soothing chess player of his time, and he also played international ugas and wrote books on the theory of the Drahs. As a chess player, he was invincible. As a Draughts player, he was strong, but not a true master. Philidor has been able to reproduce three of the last chess matches from the first to the last move. But he couldn't replicate the first 15 moves of the Draughts game he played. Does that mean checkers are harder than chess? No. no way. These games are different, and Philidor obviously had a chess perception. Moreover, it is not easier to remember or analyse positions in Pasha simply because the pieces are less diverse. In fact, several pieces of one type can estimate the situation at a higher degree of abstraction. The image below shows the position from the game Draughts. There are 9 pieces on each side. This position doesn't look better for Black or better for White. In fact, White can win this game in just a few moves and the Blacks can't prevent this victory. To win, White has to make some real moves. A good Draughts player will see this opportunity, but it's not visible to a lot of average people. If you want to see what a good ugas player can do here, read this post. Both chess and the lady require one skill – to imagine a position after a move. Chess pieces are more diverse, but paradoxically this can make it easier to imagine the position on the board. It is easier to remember the positions of several different elements than positions of the same elements. Various problems Draughts player must memorize different layouts of similar pieces. What's more, on Draughts, after capturing, the works do not remain in the fields previously occupied by enemy parts. And since capturing is mandatory one move can determine the next few moves. So we can imagine what the situation will look like after one move, really hard in Draughts. People say chess players predict the moves of an opponent. In fact, you can't predict a move, but you can suggest something to your opponent and anticipate some of his reactions (e.g. exposing a valuable piece to capture can cause a particular piece to move it to capture it). Banishing players have to think another way, because in Draughts it is not easy to calculate the advantage or loss. The player needs to be more focused on maintaining a strong position and looking for inevitable holes in the opponent's defense. Exploiting these holes is not done with tricks, but it is necessary to find an attack mode that cannot be stopped in – for example – 5 or more of the following moves. The truth is that different games require different skills and being an exceptional player always requires a lot of work, whether in chess or in the ladies or in Othello any other game. Every game is worth it, which I wrote mainly about chess and ladies, but all this applies to any non-trivial game (which is not as simple as tic-tac-toe). There's beauty in every game. Games are our great cultural heritage. Each game makes your mind sharper and you don't have to sort games are worth it or worse. We should play and enjoy them. — Copyright notice I used two creative commons licensed photos in my head. License.

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