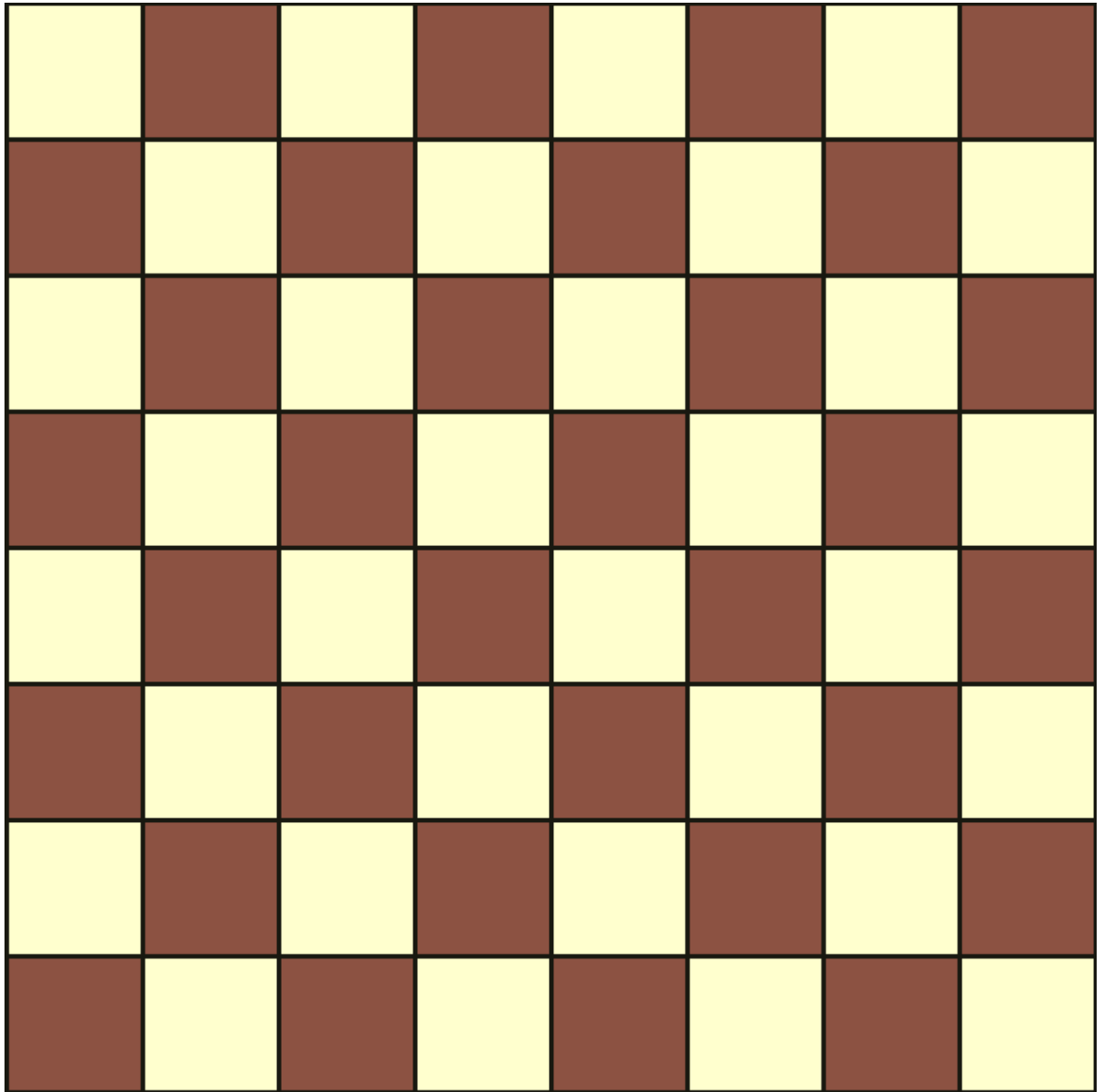


Grammar Draughts

Level: elementary+

1. Draughts are played by two players: A and B. Each player begins the game with 12 colored discs. (Typically, one set of pieces is black and the other red.)
2. The board consists of 64 squares, alternating between 32 dark and 32 light squares. It is positioned so that each player has a light square on the right side corner closest to him or her.
3. Each player places his or her pieces on the 12 dark squares closest to him or her. Player A has regular verbs on his or her pieces. Player B has irregular verbs.
4. Black moves first. Players then alternate moves.
5. Moves are allowed only on the dark squares, so pieces always move diagonally. Single pieces are always limited to forward moves (toward the opponent).
6. A piece making a non-capturing move (not involving a jump) may move only one square.
7. A piece making a capturing move (a jump) leaps over one of the opponent's pieces, landing in a straight diagonal line on the other side. Only one piece may be captured in a single jump; however, multiple jumps are allowed on a single turn.
8. Before a piece is captured a player has to make a sentence using a verb which is printed on it, then it is removed from the board. However, if a player fails to make a grammatically correct sentence, he or she is not allowed to capture a piece.
9. If a player is able to make a capture, there is no option -- the jump must be made. If more than one capture is available, the player is free to choose whichever he or she prefers.
10. When a piece reaches the furthest row from the player who controls that piece, it is crowned and becomes a king (queen). Students then mark K or Q on their counters. If students want to make further captures using kings (queens), they do not have to make any sentences.
11. Kings (queens) are limited to moving diagonally, but may move both forward and backward. (Remember that single pieces, i.e. non-kings, are always limited to forward moves.)
12. Kings may combine jumps in several directions -- forward and backward -- on the same turn. Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward (toward the opponent).
13. A player wins the game when the opponent cannot make a move. In most cases, this is because all of the opponent's pieces have been captured, but it could also be because all of his pieces are blocked in.



Verbs for player A Verbs for player B

agree, borrow

close, decide

explain, finish

help, like

open, start

want, work

break, bring

buy, do

go, make

put, see

sell, take

tell, write

100 most common English verbs

agree	do	know	read	suggest
allow	eat	learn	remember	take
answer	explain	leave	run	talk
ask	fall	like	say	tell
be	feel	listen	see	think
become	fill	live	sell	travel
begin	find	look	seem	try
believe	finish	lose	send	turn
borrow	follow	make	set	understand
break	fly	may	shall	use
bring	forget	mean	should	wait
buy	get	meet	show	wake up
call	give	move	sit	walk
can	go	must	sleep	want
carry	happen	need	speak	watch
change	have	open	spend	will
close	hear	pay	stand	win
come	help	play	start	work
cut	hold	promise	stop	worry
decide	keep	put	study	write