Checkers-playing automata – their moves directed by hidden human operators – have been known since the eighteenth century. Chess-playing androids that also played checkers were soon built in Italy, Bavaria, and then England. The third of these, Ajeeb, came to the United States, spending much of the time from 1885 into the 1930s based in New York and taking occasional tours around the country. The advent of electronic computers in the mid-1940s led to new attempts to play games using machines, both in Britain and the United States. By the end of the twentieth century, a Canadian-written computer program, Chinook, had defeated world champion and mathematician Marion Tinsley. More recently, the developers of Chinook announced that checkers, like Nim and tic-tac-toe before it, could always be played to a draw. (Received September 03, 2013)