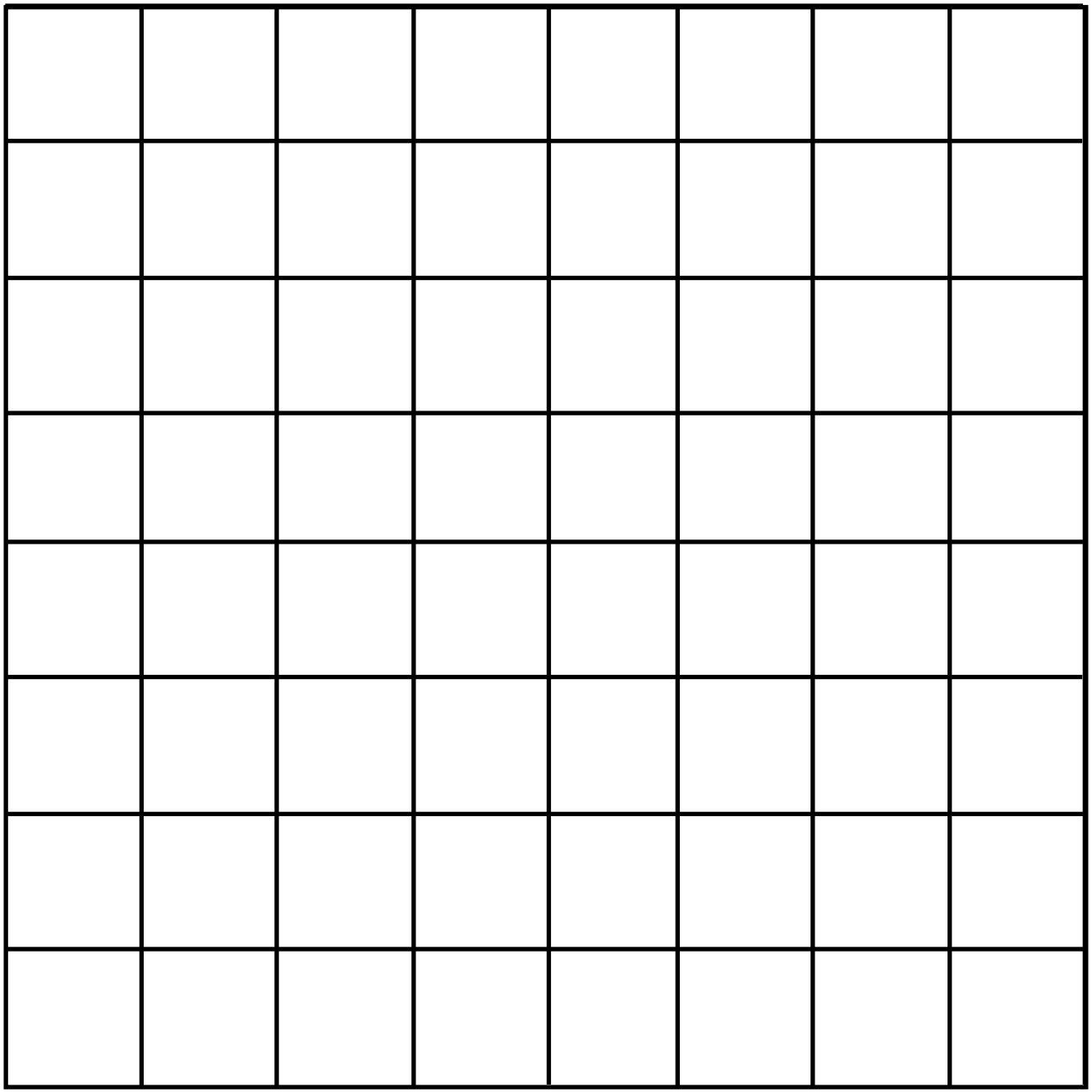


Rules

Aim of the game:

to encircle a territory bigger than the opponent's. the one that occupies at least 41 of them wins the match

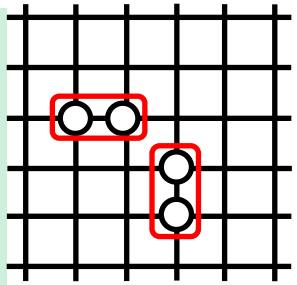
How to play

1 At the beginning of the match the board is empty, and the players alternately place a counter on one of the unoccupied intersections.

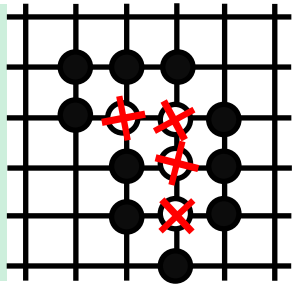
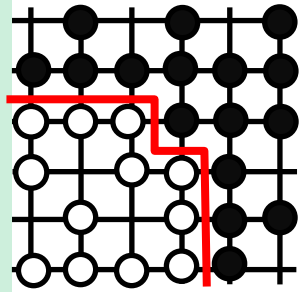
2 Once played, a counter can never be moved and can only be taken off the board if it is captured.

3 When more pieces of the same color are stationed on adjacent cases, they form a group

(attention: they don't connect diagonally)



4 to capture a counter or a group you must block all the free intersections around it.



The match ends when neither of the players has the possibility to capture further enemy pieces. The two players count the intersections occupied or surrounded by their pieces (even the free ones)