



Rules

- 1- Players must move one piece per turn, moving diagonally to one of the two adjacent black squares in front of them.
- 2- Both players can only move in the direction of the opponent and can't move backwards.
- 3- To kill an enemy piece, your counter must be able to jump over it. This means that there must be a free black square behind the enemy piece in a straight line.
- 4- When a counter reaches the opposite edge of the board, it becomes a special piece that can also move backwards and can only be eliminated by an enemy piece of the same rank.