



Rules

- 1- Players must move one piece per turn following the lines and stopping at the next intersection.
- 2- Pieces can move vertically, diagonally, or horizontally, but they can never move backwards.
- 3- To kill an enemy piece, your counter must be able to jump over it. This means that there must be an empty intersection behind the enemy piece in a stricht line.
- 4- The match ends when the pieces of both opponents go so far that they can't meet anymore, and the player who has more pieces on the board wins the match.