



INSTRUCTIONS:

1. Each player has 9 pieces. In this case, the pieces are denoted by green and yellow, respectively. There are 19 points on the board known as '*intersections*.' These *intersections* are indicated by black dots and a red dot on the board.
2. To start the game, place the pieces along the intersections on the board. The green and yellow pieces are to be placed on the opposite triangles. The middle red point of the board shall remain vacant at this stage.
3. The pieces can move by occupying the adjacent vacant intersection. Players take alternate turns to move their pieces.
4. On encountering an opponent's piece, which has a vacant intersection point behind it, the player's piece can leap over the opponent's piece and occupy the vacant intersection point while capturing the opponent's piece. Pieces of the same player cannot leap over each other, i.e., a yellow piece cannot leap over another yellow piece, but it can leap over a green piece and capture the green piece.
5. A piece should continue capturing consecutively, provided that it always lands on a vacant intersection before leaping over the next opponent. There is no limit for sequential capturing during a single turn. The captured pieces are eliminated and permanently removed from the board.
6. The winners are determined in the following ways:
 - The player who captures all the pieces of the opponent is declared as the winner. Or,
 - If the pieces of a player have been rendered immobilised and are unable to capture due to blocking by the opponent, then the opponent is declared as the winner. Or,
 - If neither of the players can capture any more pieces, then the player with the greater number of pieces is declared as the winner.
7. If both the players are left with an equal number of pieces and neither is able to capture any more pieces, then the game is declared as a draw.