Game.Rules + isWinner()

+ movelsCorrect() + setAvailableFields()

- Game. TrylmaRules
- availableFields
- playersCount
- + TrylmaRules()+ isStartingFieldInTargetTriangle()
 - + isWinner()
 - + movelsCorrect()
 + setAvailableFields()
 - + tryToJump()
 - + findNeighbors()
 - + getAvailableFields()
 - + resetAvailableFields()