**Problem formulation**

**Initial state:** **Each player starts with 12 men on the dark squares of the three rows closest to that player's side. The row closest to each player is called the *kings row* or *crown head*. The player with the darker-coloured pieces moves first. Then**[***turns***](https://en.wikipedia.org/wiki/Glossary_of_board_games#turns)**alternate.**

**Successor function: The pieces always move diagonally and single pieces are always limited to forward moves.**

**A piece making a non-capturing move may move only one square. Kings are limited to moving diagonally but can move both forward and backward**

**Goal test:**  **A player wins by capturing all of the opponent's pieces or by leaving the opponent with no legal move. The game is a draw if neither side can force a win, or by agreement**

**Path cost: how many moves, time, your strategy of playing**