1. Picking
   1. Try to pick a position that is out of bound
   2. Pick wrong color (pieces from opponent can’t be selected by the player)
   3. Picking empty position
   4. Pick a piece that can perform no capturing move although there are other pieces that could do so
   5. Pick a piece that cannot move (all neighboring positions are occupied)
2. Movement
   1. Try a non-capturing move with a piece although capturing is possible (capturing move is mandatory if a player could do so)
   2. Try a non-capturing move although the target position is not empty
   3. Try a non-capturing move although the target position is out of bound
   4. If the player makes a move that includes both an approach and a withdrawal, he must select the piece of the opponent for the approach or withdrawal that is closest to the player’s piece (only two pieces are selectable)
3. During same turn
   1. If the first movement with a piece captured pieces from the opponent, the player can (but don’t must) continue with the same piece if more capturing movements are possible.
   2. Player can’t select other pieces during same turn
   3. The piece is not allowed to arrive at the same point twice during same turn
   4. The piece is not allowed to make two successive capturing steps in the same direction – approach follows on a withdrawal

1. Picking

(a)

If selected position IS out of bound:

Error message, selected position is out of bound

(b)

If color of selected piece IS NOT player’s color:

Error message, player must select piece from his own color

(c)

If selected position IS EMPTY:

Error message, selected position is empty

(d)

for each new turn, make a list with selectable pieces that can capture opponents’ pieces (capture\_list)

if selected piece IS NOT within capture\_list AND capture\_list IS NOT empty:

Error message, player must select piece that can capture

(e)

If capture\_list IS EMPTY:

Make a list with selectable pieces that can move (move\_list)

If selected piece IS NOT in move\_list:

Error message, player must select piece that can move

2. Movement

(a)

Make a list for the selected piece with the neighboring positions where he can capture (neighboring\_capture\_list)

If selected neighboring position IS NOT in neighboring\_capture\_list:

Error message, player must capture

(b)

If selected neighboring position IS NOT EMPTY:

Error message, player must select empty position

(c)

If selected neighboring position IS out of bound:

Error message, selected position is out of bound

(d)

If selected movement HAS two capture possibilities and selected piece IS NOT one of them:

Error message, choose one of the two pieces to decide for capture type

3. Same Turn

(a)

After each capturing movement, make a list for possible new capturing movements

If list IS EMPTY:

Continue with next player

(b)

If selected piece and player’s color IS identical:

Error message, can’t select other pieces during same turn

(c)

Save each position of the moving piece (visited\_positions)

If selected position IS WITHIN visited\_position:

Error message, piece is not allowed to arrive on the same point twice in same turn

(d)

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