

1. The Rules of the Game

The board size is 7*7.

Triangle symbols are the pieces of Player 1 which is the AI-based player.

Circle symbols are the pieces of Player 2 which is the human player.

Every player has four pieces, and the game starts with the board configuration, as shown in Figure 1.

When the game starts, Player 1 moves first.

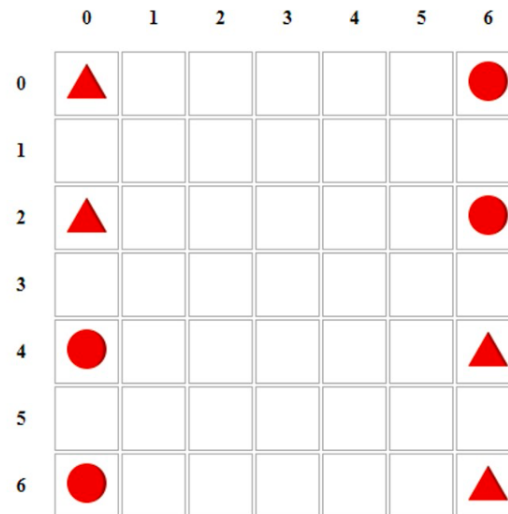


Figure 1: Initial board configuration.

2. The Rules of the Moves

The pieces can move in both horizontal and vertical directions. Diagonal moves are not allowed.

If the player has more than one piece, the player should make two subsequent moves with different pieces.

If the player has only one piece, the player should make only a single move.

3. Capturing Pieces

If the player's single piece or group of pieces are between the wall and the opponent piece, they are captured (Figure 2, Figure 3).

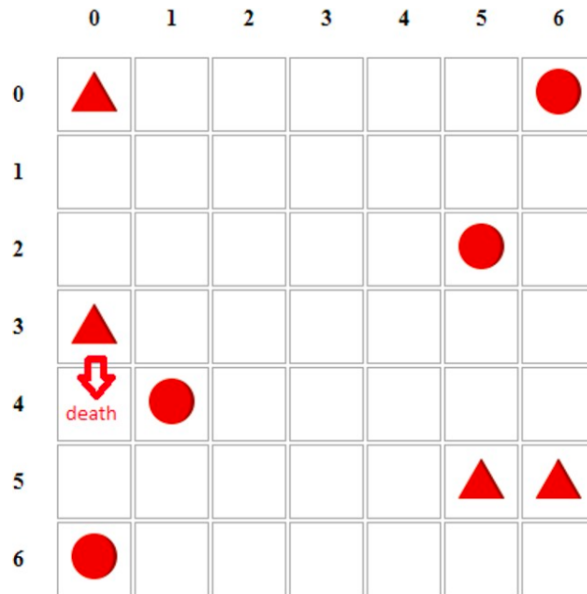


Figure 2: Capturing pieces.

If the player's single piece or group of pieces are between two opponent pieces, it is captured (Figure 4, Figure 5).

If both player's pieces are between two opponent pieces, all of these pieces are captured (Figure 6).

4. Game End

When both players do not have any pieces: It is Draw.

When both players have only a single piece: It is Draw.

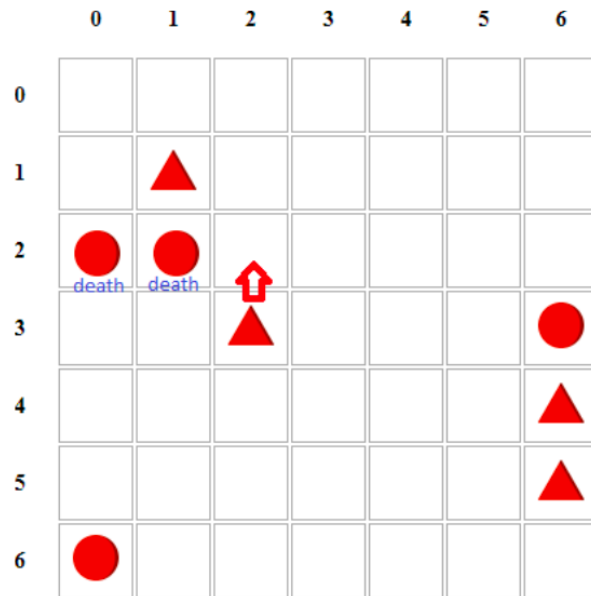


Figure 3: Capturing pieces.

When the player has some pieces, but the opponent player does not have any pieces:
The player wins.

When the player has no pieces, but the opponent player has some pieces: The player
losses.

After 50 moves in total:

If both players have same number of pieces: It is Draw.

If the player has more pieces: The player wins.

Else: The player losses.

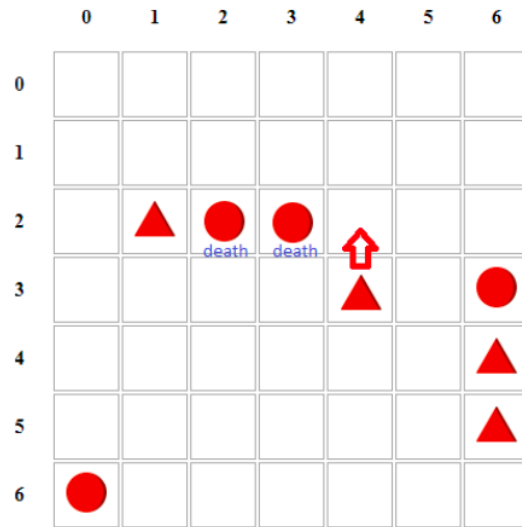


Figure 5. Capturing Pieces

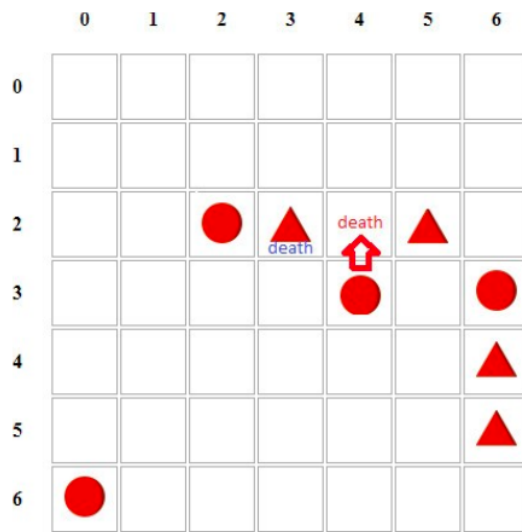


Figure 6. Capturing Pieces