COMPONENTS

Game Board made up of 49 spaces, consisting of 24 Perimeter spaces, 24 Prime spaces, and the Center space.
2 sets of colored glass stones (13 each Gold and Silver)
2 cloth storage bags
1 two-sided Antipode token (Gold and Silver)
Instructions

SETUP

Players determine who will play Gold and who will play Silver. Each player starts with 13 pieces. Gold moves first. The game begins with the Antipode on the Center space Silver side up and an otherwise empty board. The Gold player may place a stone on any empty space excluding any of the 8 spaces adjacent to the Antipode. After the Gold player places his first stone, The Silver player can place a stone on any empty space that isn't adjacent to a piece already on the board. Players continue taking turns placing new stones onto the board on any empty space not adjacent to an already occupied space.

THE PLAY

When no more stones can be placed on the board, the active player moves one of his pieces one space in a vertical or horizontal direction. Once a piece is on the board, it may be moved into any empty vertically or horizontally adjacent space. A piece may not however, move back and forth between the same two spaces on consecutive turns. Moving into a position that is adjacent to an occupied space is allowed. Diagonal moves are not permitted.

   As play continues, players will have 3 options:
   1. Place a new stone onto the board on any space that isn't adjacent to an occupied space.
   2. Move a piece already on the board.
   3. Execute a jump.

Rules for jumping are as follows - the active player may jump one of his stones over another piece that is orthogonally adjacent, provided the space on the other side of the piece being jumped is empty. Players may jump either friendly or opposing pieces or a combination of the two. Multiple jumps are permitted and a piece may change direction while jumping. When an opposing piece is jumped, it is captured and removed from the board. Jumping is not mandatory.

Once movement begins, the Antipode is treated like any other piece with the following exceptions:

   • The Antipode is never captured. If it is jumped, it is then flipped to the other side, regardless of which player jumps it.
   • The color which is face up indicates which player controls the Antipode.
   • The Antipode may never jump over another piece but it may move any number of open spaces vertically or horizontally.
   • The Antipode does not count either as a captured piece or as a piece occupying a Prime Space.

ENDING THE GAME

When a player either captures 7 opposing stones, occupies 7 Prime spaces, or reduces the number of opposing stones in Prime spaces to 0, he wins the game.