

How to play, short version of the rules



Start: Players start with their white and black pieces, in a pre-established or random order, in the first row.

Movement: In turn, each player has one mandatory and one free movement. He must move the piece his opponent just moved (except on the first move). Then move any other piece, except the one you just moved. The pieces always move horizontally or vertically, never diagonally, and only a single square to any adjacent position.

Blocking: If a piece goes to the same square already occupied by another, it is on top of it, blocking it. This can happen with opponent's pieces or even yours. If a player fails to make the mandatory move because the corresponding tile is blocked, then he will only make his free move.

Victory: The objective of the game is to make one of your pieces leave the board for the last row, from the opponent's starting squares. If a player has all his pieces blocked, the opponent also wins.

The rounds last an average of 10 minutes, and the game can be used in tournaments and championships.



PLAY ► JOGUE

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