

Rules and gameplay

- 1.Players decide who will play green or red, and who will start first. Green moves first.
- 2.Pieces are initially placed on the first three ranks as described under the Equipment section.
- 3.Pieces are played only on the black squares.
- 4.Players alternate their turns. Only one piece may be moved per turn. A piece can move diagonally forward or backward.
- 5.Alternatively, a piece can diagonally jump over an adjacent enemy piece forward, and land on an unoccupied square on the other side. Only one piece may be jumped. The jumped piece is not captured as in [draughts](#).
- 6.Jumps are compulsory.
- 7.If a player does not jump when presented with the opportunity, the other player calls "Salta", and the player must take back their last move, and jump before play continues.
- 8.A player cannot block the other player's pieces such that he or she cannot perform a legal move. Each player must always have the ability to perform a legal move.
- 9.An optional rule is called the 120-move rule. After 120 moves by each player, the game ends. Then each player calculates the minimum number of moves needed to accomplish their goal. This is accomplished by totaling the number of minimum moves needed for each piece not yet in its destined position. Friendly and enemy pieces are ignored on the path of a piece when calculating the minimum number of moves needed to reach its destination. The player with the least number is the winner. Since Green moves first, 1 point is added to the total number of Red's moves if Green finishes first.