

## Rules and Gameplay

1. Pieces are initially placed on the first two ranks as described under the Equipment section.  
Green moves first.
2. Players alternate their turns. Only one piece may be moved per turn. A piece can move diagonally forward or backward.  
Pieces are played only on the black squares.
3. 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.  
Jumps are compulsory.
4. Except as in a jump, **a dice is rolled** before every move.  
**Eyes from 1 to 4** determine the piece that can be moved, i.e. a piece with the equivalent number of suns or stars.
5. If **5 eyes** are rolled then the current player is skipped, i.e. the opposite player gets the turn.
6. If **6 eyes** are rolled then the player can move any piece of his color.
7. If both pieces (stars and suns) of one color and of identical number of eyes are blocked by other pieces then the opposite player gets the turn.
8. When the both pieces of identical number of eyes have reached their target position then they are locked in place, and they no longer can be moved. If their eyes are rolled then the opposite player gets the turn.

Press **ALT+2** for returning to the board