

Salta means "jump" in Italian or Latin.

Players attempt to jump over pieces without capturing them, and be first to advance their pieces to the other player's side

Rules and Gameplay

- 1.** The player who starts the game will play **green**.
The player who joins the game will play **red**.
Green moves first
- 2.** Players alternate their turns. Only one piece may be moved per turn. A piece can only move diagonally forward or backwards on black squares
- 3.** Alternatively, a piece can diagonally jump over an opponent's piece forward, and land on an unoccupied square on the other side. Only one piece may be jumped. The jumped piece is not captured
- 4.** Jumps are compulsory
- 5.** The game highlights pieces that have to jump and informs the player showing a "SALTA" message. If in this situation a player tries to move a piece that is not marked the move is undone
- 6.** When a piece is moved it is flipped to its back side, and its markings will not be disclosed until it reaches its target position. In between, a player can disclose the markings by clicking a piece. This counts as a move
- 7.** The player who first re-arranges his or her pieces in the original starting order at the other player's side wins the game

Press **ALT+2** to return to the game!