

***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 as in draughts
- 4.** Jumps are compulsory
- 5.** The game automatically 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.** 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
- 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

N.B.: To help the overview, the target positions of the pieces are marked in subdued colours at the other player's side

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