

Rules and Gameplay

1. Pieces are initially placed on the first two ranks as described by the original Salta rules. Green moves first
2. The object of the game is to move your own pieces in the game (see rules 5 & 6) to the opposite side of the board where their targets are marked in subdued colors. The player who achieves this first ends the game
3. Players alternate their turns. Only one piece may be moved per turn. A piece can move diagonally forward or backward. Pieces are played on the black squares
4. 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.
Jumps are compulsory
5. The jumped piece is caught and stored away by the player who jumped
6. If the “twin” of the jumped piece (i.e. number of eyes and type are identical except for the color) is in the possession of the opponent, the twin is brought back into the game replacing the jumped piece
7. When the game ends, the pieces that have reached their destination are counted. The player who has brought home the higher number of pieces wins the game!

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