Front



vacant point.

If the adjacent point is occupied (by one of the player's own pieces or by an opponent's) and the point beyond it is vacant, a piece may jump, as in Checkers. (*There are no captures in this game*.) If the marbles are positioned

Back

appropriately, a piece can make multiple leaps in one turn. A piece cannot, however, move one point and then jump.

The first player to get all 10 marbles to the point directly across the board wins. The others keep playing until all the players occupy their new territory.

Strategy: Establish ladders from your side of the board to the target territory, so that the marbles can make extended multiple jumps, moving as far as possible in a single turn. Similarly, block any ladders your opponent tries to build.

Variations:

Allowing long leaps opens up new tactical possibilities. A piece can jump any other piece that is in line with it, provided the jumper can land an equal distance on the other side, with nothing but the jumped piece in between. Multiple long jumps are not allowed.

