



INSTRUCTIONS:

1. Each player has 9 pieces called '*pawns*.' Here, the pieces are represented by green and yellow, respectively. There are 19 points on the circular board called '*intersections*.' These *intersections* have been denoted by green and yellow dots, along with a singular black dot in the centre.
2. To start the game, place the *pawns* on their corresponding intersections, i.e. place the yellow *pawns* and green *pawns* on the yellow dots and green dots, respectively. The middle black point of the board shall remain vacant at this stage.
3. The pawns can move by occupying its adjacent vacant intersection. These intersections should either lie along the arcs of the circle or the straight lines. Players take alternate turns to move their pawns.
4. If a pawn encounters an opponent's pawn which has a vacant intersection point behind it, then the pawn leaps over the opponent and occupies the vacant intersection point while capturing the opponent's pawn.
5. A pawn should continue capturing consecutively, provided that it always lands on a vacant intersection before leaping over the next opponent. There is no limit for a pawn to capture its opponent's pawns during a single turn. The pawn can switch from capturing along the arcs of the circle to the straight line and vice versa. The captured pawns are eliminated and permanently removed from the board.
6. The winner is determined in the following ways:
 - The player who captures all the pawns of the opponent is declared as the winner. Or,
 - If the pawns of a player have been rendered immobilised and are unable to capture due to blocking by the opponent, then the opponent is declared as the winner.
 - If neither of the players can capture any more pieces, then the player with a greater number of pawns is declared as the winner.
7. If both the players have the same number of pawns on the board and neither is able to capture any pawns, then the game is declared as a draw.

