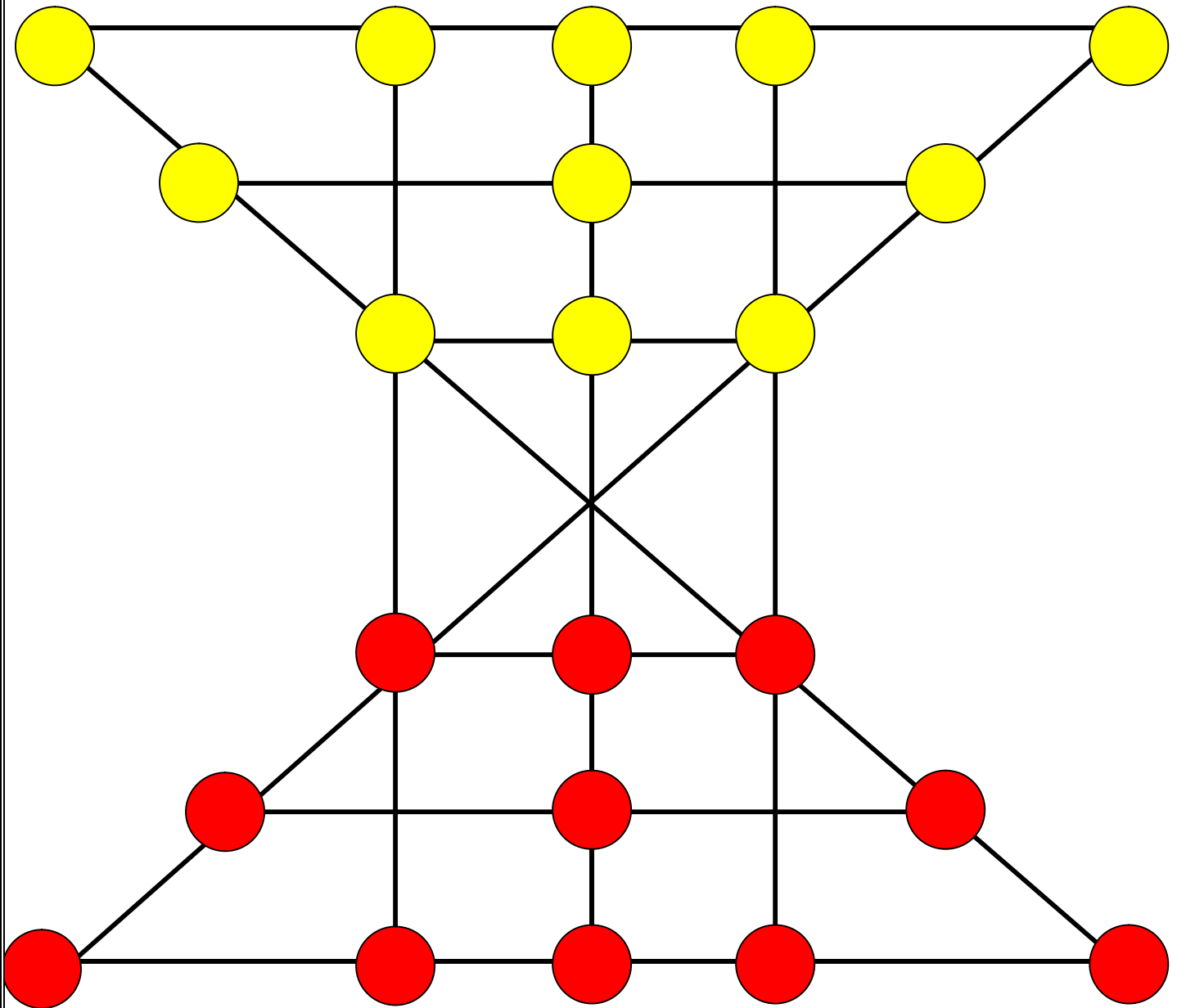


# Egra guti



## MATERIALS

Game Board

Eleven Counters each ( different colours)

**Objective:** To capture all of the opponent's counters.

**RULES:** Players, in turn, move counters, one at a time. Moves may comprise:

Transferring the counter to any adjacent vacant cell

Jumping an opponent's counter. A jump over an opponent's counter results in its removal. Multiple jumps are permitted.

A player wins if he captures all of the opponent's counters. A draw occurs when neither player can win. If a player is blocked and thus unable to move, he loses the game

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