

Happy-Hoppers

AND GAME
SOLITAIRE



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PARKER BROTHERS,
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Rules for Playing *Happy Hoppers.*

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Each player's force consists of ten pieces.

Place the pieces of one color upon the Crescents and the other pieces upon the Stars.

The object of the game is for each player to try to get two of his pieces on to the squares of his opponent. That is, if he starts from the Starred squares, his object is to get two of his pieces on any two of the Crescent squares.

MOVES.

There are two kinds of moves. The Plain move and a Hop. Pieces Hopped over are not removed *unless they are opposing pieces, and then only when they are upon Blue squares, (either light blue or dark blue.)*

PLAIN MOVE. Any piece may move *one square in any direction, (forwards or backwards, sidewise or diagonally,)* to any adjacent unoccupied square of any color.

HOPPING. A piece may Hop in any direction, (forwards or backwards, sidewise or diagonally) **OVER ANY OTHER PIECE** that is on any adjacent square, *provided there be an unoccupied square immediately behind it* on which it may Hop.

The same piece can continue as a part of the same move to Hop over as many pieces, **one at a time**, as its position makes possible, varying the direction of the move at each Hop, if necessary.

That is, the Hop is similar to the jump in "Checkers," only you can jump forwards, backwards or sidewise, (where in Checkers, you can only jump diagonally.) Each square of the board is used, while in Checkers, every alternate square is used.

A player is obliged to Hop if an opposing piece is on the square next to his piece with a vacant space directly behind it, on which the piece hopping can land.

IF AN OPPOSING PIECE ON a *light blue or dark blue square is Hopped over*, it is **IMMEDIATELY REMOVED FROM THE BOARD**. When a piece is *not* upon a Blue Square it cannot be taken by an opposing piece, although leaped over.

One never removes his own pieces when he Hops over them, whether on a Blue square or any other color.

NOTE. In Hopping, great care must be taken that each Hop is correctly made.

The game is **WON** when one of the players succeeds in getting any **TWO OF HIS PIECES** upon the squares from which his opponent's pieces started, or it is won if one of the players **ENTIRELY DESTROYS THE OTHER PLAYER'S FORCES**.

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