Hoppsi
Invented by Mark S. Ball

GAME OBJECTIVE
Be the first player to earn 5 points or more by capturing your opponent's captain, breaching your opponent's home row with your own captain, or by capturing all of your opponent's runners

PLAYERS
2 players

CONTENTS
5x5 grid
Two captains (one red, one black),
Eight runners (four red, four black)
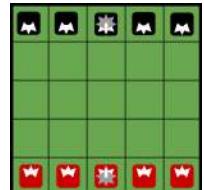
INTRODUCTION

Hoppsi is a fast paced game of momentum and tactical rebounds. Each player commands a squad consisting of one captain and four runners. Your goal is simple: capture the enemy captain, eliminate all opposing runners, or navigate your own captain to the opponent's home row for a breach.

Movement is strictly forward-focused for all pieces. However, the captain possesses a unique advantage: it can capture in any direction. Jumps are mandatory. If a capture is available, you must take it, and skilled players can chain multiple jumps to sweep the board. Protect your captain and outmaneuver your opponent!

SETUP

Determine who will be Red and who will be Black. Red goes first. Place the board so that it can be reached by both players. Place your five pieces on your home row. Your captain begins in your home row's center square.
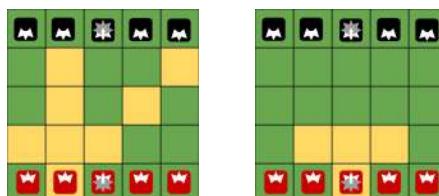
PLAY

On your turn, you will either capture or slide. If you can capture an opponent's piece, you must do so. If you do not have any captures to make, you will slide one of your pieces.

MOVEMENT
All pieces initially slide toward the opponent's side of the board. They can slide straight or diagonally forward.
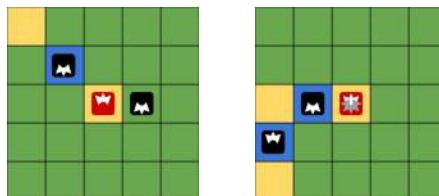
Runners - can slide any number of empty squares in a straight or diagonal line
captains - can only slide one empty square straight ahead or diagonally

CAPTURE OPPONENT PIECES
Capture an opponent's piece that is adjacent to yours by jumping over it. There must be an empty square on the other side of your opponent's piece for you to land on. If you have more than one capture option on your turn, you may choose which to take.

Runners - can only capture in a forward direction either straight ahead or diagonally,
Captains - can capture in all eight directions
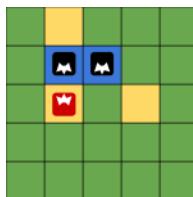
It is possible to make multiple captures with a single piece on your turn. If you capture a piece and can immediately capture another piece, you must do so. Runners can continue a capture sequence after rebounding (see the Rebounding section below).

REBOUNDING
When your runner reaches your opponent's home row, it changes direction. Now, for that piece, forward means sliding back toward **your** home row. Once that piece reaches your home row again, it changes direction. Forward will once again be toward your opponent's home row. Turn your piece to show which direction it must go.

A rebound occurs at the moment a piece enters a home row. If the piece is sliding, the slide ends upon reaching the home row square. If the piece is capturing, it may use its new orientation to continue a multi-capture sequence. In the example below, red jumps black, changes orientation, and jumps black again.

WIN
A complete match is made up of a series of rounds. A round immediately comes to an end when one of three win conditions are met. Points are awarded based on how the round is won.

> **Captain Capture -** earn one point for capturing your opponent's captain
> **Breach -** earn two points for landing in your opponent's home row with your captain
> **Wipeout -** earn three points for capturing all of your opponent's runners

If more than one condition is met at the same time, you earn the higher point value. For example, if Red's captain captures Black's captain and lands in Black's home row, Red earns 2 points for the win.

The loser of the previous round goes first. Continue playing rounds, and the first to reach five points wins the match.

A NOTE TO WEB DEVELOPERS AND 3D MODELERS
If you would like to implement Hoppsi as a web app or as a 3D printable game, feel free to do so, but keep it demonetized. Hoppsi should always be free to play. Also, please credit me (Mark Ball) as the designer and link to the Hoppsi Itch.io page. If possible, please link to the Hoppsi YouTube video as well.

THANK YOU - Cristina Ball

Hoppsi v1.0.1
Last Updated 12/30/2025
Originally Published 0/0/0000