

Hipp Hopp

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Each player has 18 stones. The board is a hexhex4 that starts empty.



Round 1: Hipp (Placement)

In the first round (Hipp), Player A places 1 playing piece in a hole of their choice. Player B places 1 of their 18 pieces in an adjacent hole.

Alternating turns, players continue to place 1 new playing piece adjacent to one of their own pieces. The piece adjacent to the one just placed must then jump over the newly placed piece in a straight line (only 1 piece may be jumped). Then it's the other player's turn.

If a player cannot place a piece, the other player takes a turn again.

If neither player can place a piece anymore, each player counts the number of their unplaced pieces. The player with more pieces on the board wins the "Hipp" round and is credited with the difference in pieces as points.

Round 2: Hopp (Removal)

In the second round (Hopp), players try to remove their pieces from the board as quickly as possible. Player A was the starting player in the "Hipp" round, so Player B is the starting player in the "Hopp" round.

Each player takes turns moving one of their own pieces one field away or jumping over any one piece. The jumped piece is removed from the game (even an opponent's jumped piece). Chain jumps are allowed.

The player who is left with only 1 of their own playing piece wins the "Hopp" round and is credited with the number of remaining opponent pieces on the board as points.

The scores from both rounds are added together, and the winner is the one with the higher total score.