

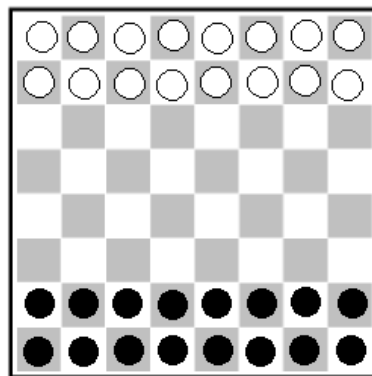
# Hop

## Goal of the game

Hop is an abstract strategy game for 2 players. The goal is to be the first player who manages to get one of their stones to the opponents' end of the board.

## Setting up the board

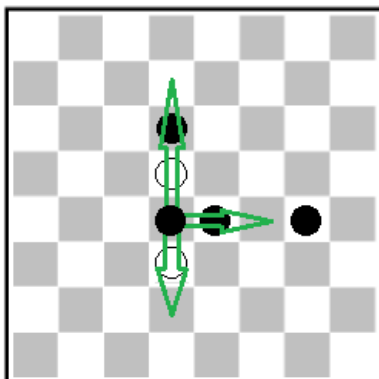
Players decide randomly who the start player is. Each player gets 16 stones in their color; start player gets black, the other white. Each player places their stones in the first 2 rows of the board next to them:



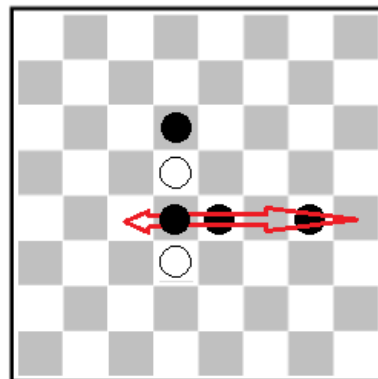
## Playing the game

Beginning with the black player players take alternate turns. Each turn a player must move 1 stone of their color. Stones can only be moved horizontally or vertically. In order move a stone has to jump over 1 or more other stones to the next free field. It doesn't matter if the stone jumps over stones of the same color, the opposite color or a mix of both.

Legal moves:



Illegal moves:



Whenever a player makes a move sideways or backwards, the opponent may say "Hop" to force that player to make second move with another stone. This second move must be forward.

## End of the game

The game ends when a player gets 1 of their stones to the other end of the board. That player wins the game.