

HOPPITY

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For 2, 3 or 4 Players

INTRODUCTION:

A baby kangaroo travels in his mother's pouch through the colorful scenes of "HAPPYLAND." Occasionally the baby kangaroo slows up his mother's progress by hopping out of her pouch and exploring the interesting side paths. Playing moves are by color so that it is simple enough for little folks and yet exciting enough to interest the rest of the family.

OBJECT:

The object of this game is to be the first player to reach HOME with his mother and baby kangaroo.

EQUIPMENT:

The equipment consists of one colored die, four mother kangaroos, four baby kangaroos (which fit into the mother's pouch), and a playing board.

PREPARATION:

Each player selects a mother kangaroo and a baby kangaroo of the same color. The baby is placed in his mother's pouch. Players then place their kangaroos on the house which matches in color. There are four houses on the board, each one a different color. These houses are used as STARTING and FINISHING spaces for the players' kangaroos. Example: The red kangaroos (mother and baby) start from the red house and finish at the red house. These houses are counted as spaces in play.

A player is chosen to move first.

PLAY:

The first player throws the colored die and moves his kangaroos along the track to the first space which corresponds in color to that shown on the die. If a player, on his first turn, throws red he moves both the mother and the baby kangaroo (the baby is in his mother's pouch) to the first red space and his turn ends. If a player throws orange, he moves both kangaroos to the first orange space and removes the baby kangaroo from his mother's pouch and places it on the first circle on the smaller path.

A player may move only the baby kangaroo OR the mother kangaroo on any one turn. HE MAY NEVER MOVE BOTH THE MOTHER KANGAROO AND THE BABY KANGAROO ON THE SAME TURN UNLESS THE BABY KANGAROO IS IN HIS MOTHER'S POUCH. The only time a baby kangaroo may separate from his mother is when the mother kangaroo lands on an orange space. The only

way a baby kangaroo may move along the main track is when he is in his mother's pouch.

Only the baby kangaroo may move on the circular paths. A player always moves to the color thrown. If he cannot move the full distance indicated on the die, he may not move at all and his turn ends. Two or more players' kangaroos may occupy the same space at the same time. When a player's kangaroo stops on an orange space with her baby, the baby moves onto the first circular space of the connecting path. Mother and baby now travel their separate ways until they meet at the next orange space. If a player's kangaroo (with or without the baby kangaroo in her pouch) lands on a house not of his own color, the kangaroo or kangaroos **MUST MOVE BACK** to the first space that has a **BONE** on it.

When mother and baby kangaroo are separated a player must decide which kangaroo he wishes to move. He **CANNOT** move both of them on the same turn if they are separated. He tries to plan his moves so that both the mother and baby kangaroo meet at the next orange space. If the mother kangaroo arrives at the orange space before the baby, she must wait there until the baby kangaroo jumps back into her pouch. The baby kangaroo must continue to move along the colored path until he throws a color which would move him beyond his mother. When this happens, he does not move beyond his mother but **JUMPS** back into her pouch and then on that same turn **BOTH** mother and baby would move to the color thrown. If the baby kangaroo reaches the orange space before his mother, he **MUST** move across the main track onto the circular path directly across from the orange space and try to meet his mother at the next orange space. The baby kangaroo, when out of his mother's pouch, may **NOT** be moved when the orange color appears on the die. If the mother kangaroo has reached an orange space where she is waiting for her baby, and orange appears on the die, the player forfeits his turn.

The last orange space before a player's house (the space from which he started) has a flower which corresponds in color to his kangaroos. A baby kangaroo may never land on or pass over this space unless he is in his mother's pouch. If he is on the circular path, he waits for his mother to arrive. If the mother, with the baby in her pouch, lands on this space both must go back to the next orange space. The baby then moves onto the circular path and meets his mother again as in regular play.

WINNING THE GAME:

Players may never travel past their own house. If the color thrown by a player will carry his kangaroo past his house, he forfeits his turn. The first player whose kangaroos (both mother and baby) reach their house by exact color thrown wins the game.

Questions on the rules for this game will be answered gladly if correct return postage is enclosed with your letter. Address:

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