

Skippity™

Jump to capture. Stack to win.

2 to 4 Players
Ages 5 and up

Playing time:
10 - 30 minutes

Contents: 100 Skippers, 1 Game Board, Instructions

Object

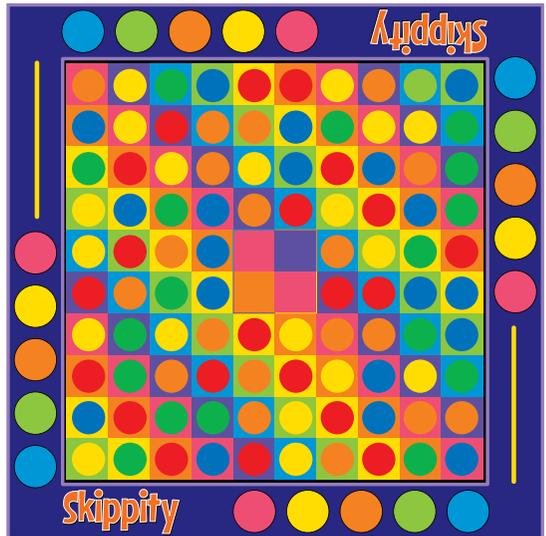
Capture the most complete sets of skippers to win the game. A complete set includes one of each color skipper: 

Setup

Mix all the skippers together. Randomly put one skipper on each square on the board. Take off the four skippers at the center of the board. These will not be used in the game.

Starting the Game

The oldest player goes first. Play continues clockwise around the board.



At the beginning of the game, the four squares in the middle of the board are left empty.

Play

On your turn, use a skipper that is on the board to jump over and capture another skipper. The skippers do not belong to any player until they are captured, so on each turn you can use any skipper that is on the board as your jumping piece.

All jumps are in a straight line rather than diagonal. This means you can jump and capture skippers that are vertically or horizontally adjacent to your jumping piece. To jump: choose a skipper, lift it over the skipper you are jumping and put it down on an empty square that is adjacent to the skipper you just jumped. See examples of play to see how the jumps work.

You are allowed to use a skipper to make multiple jumps (and captures) if it is possible to do so. A skipper can change direction as many times as necessary to make multiple jumps. You capture each skipper

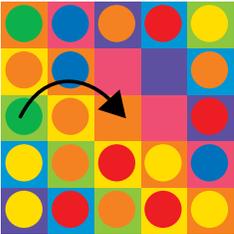
that you jump over. You do not have to make a multiple jump if you do not want to.

Once you capture a skipper, you claim it and stack it on the corresponding color circles at your edge of the board.

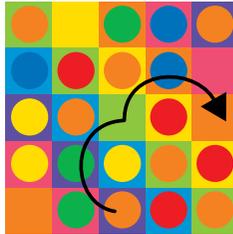
Strategy Tips

- When you jump, think about what jumps you will be creating for the next player.
- At the beginning of the game, capture as many skippers as you can.
- In the middle of the game, focus on capturing the right colors to make sets.
- Near the end of the game, try to block your opponents from getting complete sets.

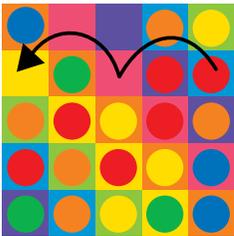
Examples of Play



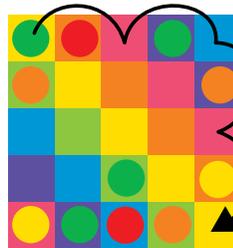
Stephanie uses the green skipper to jump and capture the orange skipper.



Mia uses an orange skipper to capture a yellow and a red skipper. Mia turned the orange skipper 90 degrees to make the second capture.



Jack uses a red skipper to capture both a red and a green skipper. These 2 captures were both in a straight line.



Oscar uses a green skipper to capture 4 other skippers. Multiple jumps are available throughout the game and you want to be careful what you leave behind on the board for other players to capture.

End of Game

The game is over when there are no longer any jumps remaining on the board. Usually there are still skippers left on the board, but they are spread out so that they cannot jump or be jumped. No one claims the remaining skippers; they stay on the board.



This is an example of what the board might look like at the end of the game. There are no possible jumps on the board, so the game is over. No one captures the remaining skippers.

Scoring

At the end of the game, the player who has the most complete sets of skippers wins the game. A complete set includes one of each color skipper.

If there is a tie, then among the players who tied, the player who has the most total skippers wins.

If there is still a tie at this point, the game ends in a tie.

Scoring example:

Stephanie has 3 complete sets plus 7 extra skippers. She wins because she tied with Jack and Mia for the most complete sets and she has the most extra skippers.



Jack has 3 complete sets plus 4 extra skippers. He comes in 3rd because he is tied with Stephanie and Mia for the most complete sets and he has the 3rd most extra skippers.



Mia has 3 complete sets plus 6 extra skippers. She comes in 2nd because she is tied with Stephanie and Jack for the most complete sets and she has the 2nd most extra skippers.



Oscar has 2 complete sets and 8 extra skippers. He comes in 4th because he does not have the most complete sets.



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Game design by Susan McKinley Ross