

Jumpin' java game

INSTRUCTIONS

This fast, easy-to-learn strategy game will have your brain buzzing as you try to find new ways to outwit your opponent.

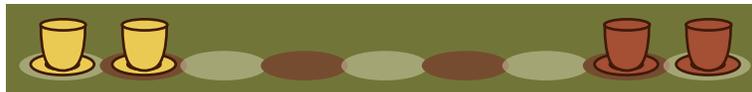
PLAYERS: 2

AGES: 8+

OBJECT: Be the first player to stack your cups and saucers at the opposite end of the game board.

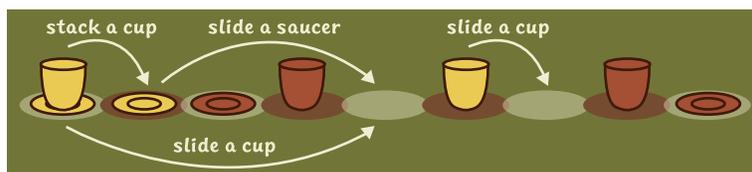
EQUIPMENT: Four cups and four saucers (two sets in each color) and folding coaster game board

SET-UP: Unfold the coaster game board and place it in the center of the playing area. Each player chooses either red or yellow and stacks the cups on the matching saucers at opposite ends of the game board (see below).



PLAY: The player with the yellow cups and saucers makes the first move. Each player takes a turn moving either one cup or one saucer. Only two types of moves are possible. A cup or saucer can move to the nearest empty coaster or a cup can jump on top of the nearest saucer of the same color.

No cups or saucers can jump past an open coaster. A cup is not allowed to jump on a saucer of another color. When a saucer has a cup on it, it cannot move until the cup is moved first. If a move is possible, the player must move. However, a player can pass if he cannot move any of his pieces. No pieces may move backward. Possible moves are shown below.



WINNING: The first player to stack his cups on top of his saucers, on the last two coasters opposite from where the pieces started, wins the game.

