
HOW TO PLAY JUMPIN

OBJECT OF THE GAME

Each player attempts to get his twelve pawns to the opposite side of the board —before his opponent can do the same —by jumping over his own or his opponent's pieces.

SETUP

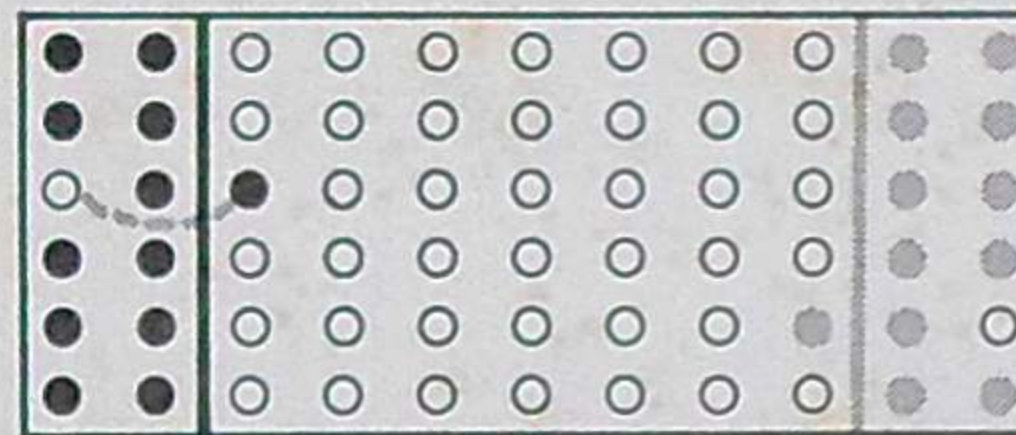
Each player sets up his twelve pawns on one end of the board. Players flip to see who moves first.

In a two-man game, players merely alternate moves. In a four-man game (two teams), teams alternate moves; teammates take turns playing for the team —without communicating strategy to one another.

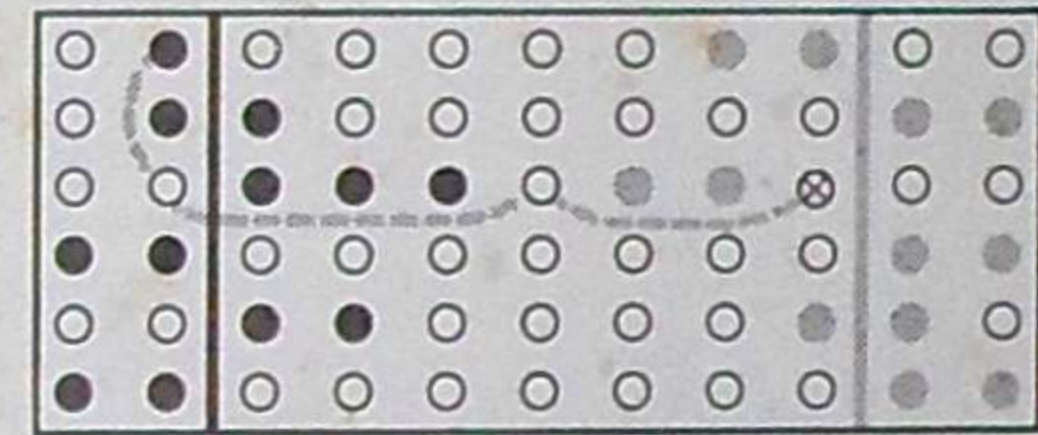
LOST OR MISPLACED PAWNS? To replace them, specify whether gold or silver, and send 25¢ for each pawn ordered to: JUMPIN, 3M Company, Box 3350, St. Paul, Minnesota 55101.

MATCH PLAY

Each player, in turn, tries to move one of his pawns **as far as possible** by “leap-frogging” **rank** (across) **and file** (down), either **back or forth** over single pawns and solid rows of pawns — all in one move (as long as there is an empty hole to receive his pawn). He cannot move merely to the next hole, he cannot jump over a hole, nor can he move diagonally. (See examples below.) Winner is first player to get all of his pawns to the opposite side.



The first move is standard for both players: from the back row. A player may move only by **jumping** over single pawns and rows of pawns.



In **one** turn, a player could make the above **multiple** jump. Before moving thus, a player must make sure that he will not strand another pawn.

MEDAL PLAY

Medal play is an extension of match play. When one player has succeeded in getting all of his pawns to the other side, the second player continues to place all of his pawns, counting and recording the number of moves it takes him to succeed. After four games, instead of counting number of games won, the winner is player with lowest score.